Based on Ubisoft's game *Tom Clancy's Rainbow Six: Siege*

2 to 4

14+

60'

6 THE BOARDGAME

RULES

UBISOFT

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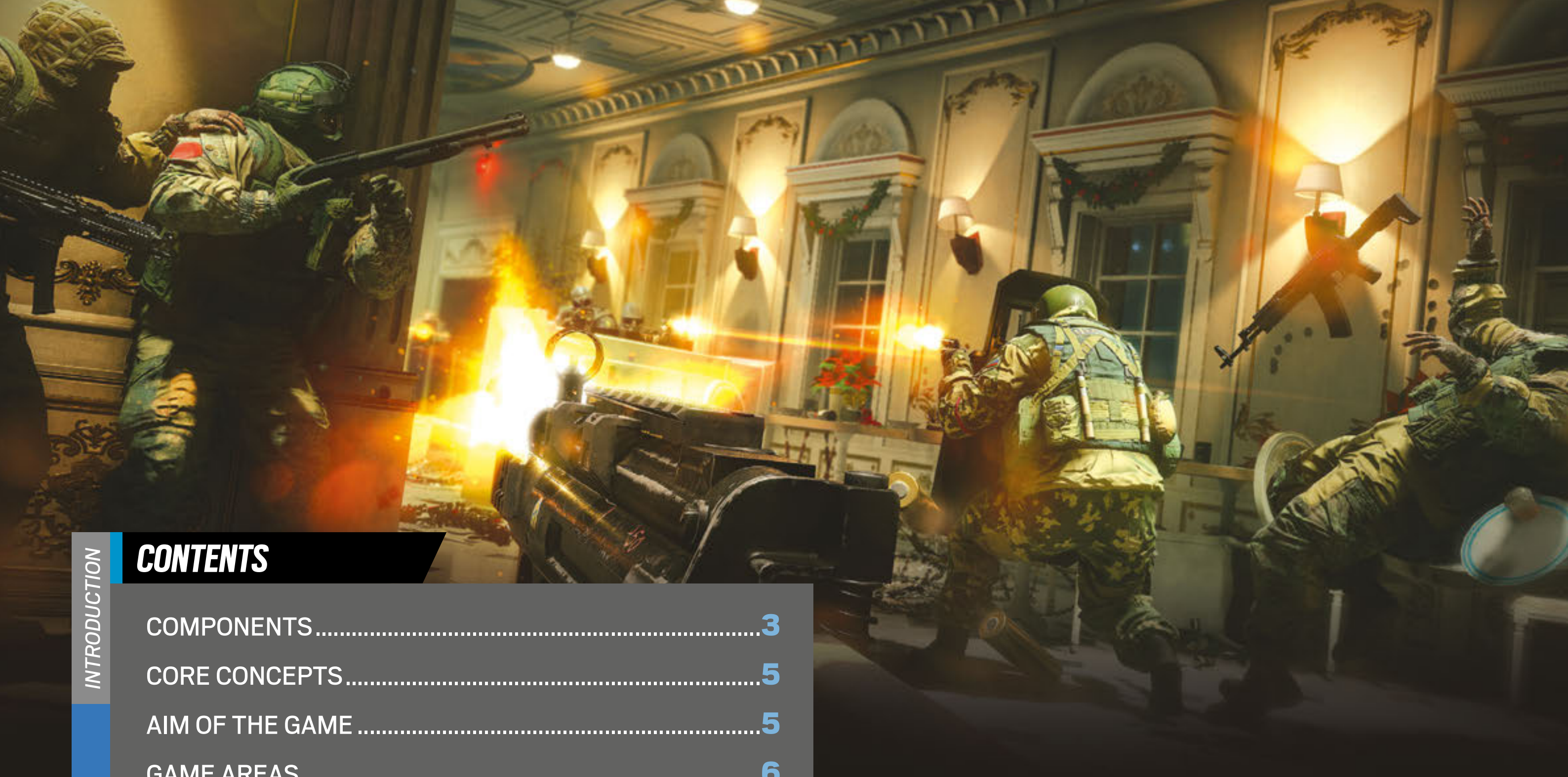
SFG



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INTRODUCTION

Tom Clancy’s Rainbow Six: Siege is a tactical shooter video game in which two squads face off for training missions carried out under realistic conditions in authentic destructible environments. The game focuses on the players’ ability to cooperate and devise successful team strategies. Players play as Operators, hand-picked from special forces and counter-terrorism units; together they form *Team Rainbow*. Each Operator has their own special equipment and attributes.

6: Siege – The Board Game is an asymmetric board game for 2 - 4 players in two opposing squads. Games are played with a time limit and are set in various environments inspired by maps from the video game. Each squad consists of 5 Operators (either attackers or defenders). The standard gameplay mode is for two players at an intermediate difficulty level and it uses the core rules in this rulebook. There are also ‘Special Ops’ modules for a more challenging experience, and a ‘Multiplayer’ mode supporting up to four players.

This game requires the **6: Siege – The Board Game** *app, which can be downloaded for free on Google Play Store and Apple Store.*

If you are unable to use the app, or prefer not to, see the ‘No App’ variant on page 29.

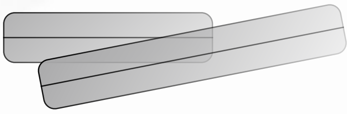
COMPONENTS

General components

- 1 *Rulebook*
- 1 *Mission Guide*
- 3 Bomb miniatures

- 15 Control tokens

- 2 Line of Sight (LoS) Rulers (different sizes)

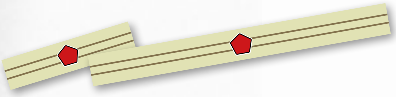


- 2 Hostage tokens & 1 miniature

- 7 Hit dice (3 yellow, 2 orange, 2 red)

- 1 Double-sided game board (2 environments)

- 2 Fortified Wall tokens (1 single, 1 double)

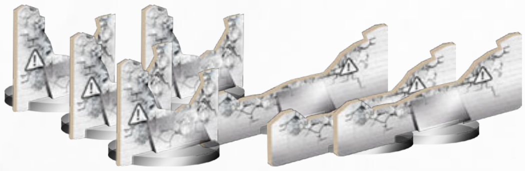


1 Round Tracker marker

- 11 Barricaded door standees (8 single, 3 double)

- 13 Barricaded window standees (10 single, 3 double)

- 16 Breach standees (8 single, 8 double)



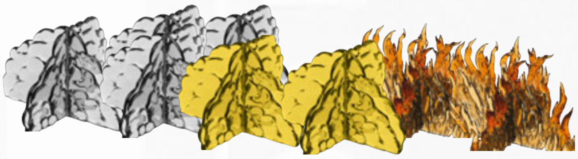
- 15 Obstacle standees

- 10 Located markers

- 10 Stunned markers

- 30 Wound tokens

- 8 Smoke, Gas, and Fire overlays (4-space and 2-space)



- 1 Drone marker

- 10 Bonus tokens (for the 'No App' variant)

+1 ACTION
+1 ACTION
-1 ACTION
-1 ACTION

- 2 Player aids
- 1 Operator list

Tactical components

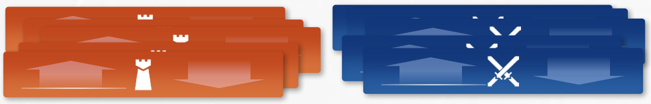
- 2 Tactical Inventory boards

TACTICAL INVENTORY
TACTICAL INVENTORY

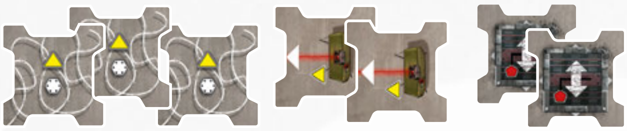
- 2 Reroll tokens (1 orange, 1 blue)

- 50 Charge cubes (for gadgets)

- 10 Activation tokens (5 orange, 5 blue)

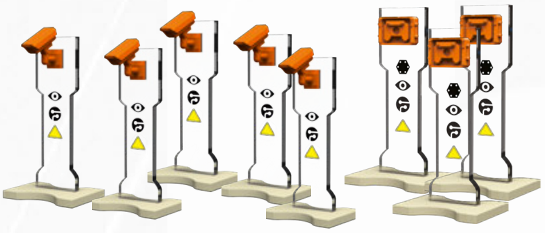


- 7 Tactical Gadget tokens
(3 Barbed Wire, 2 Claymores, 2 Fortified Entryways)

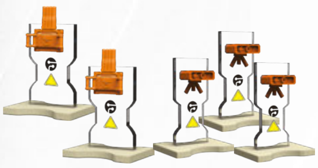


- 5 Special Gadget tokens
(2 CED-1 Shock Wires, 3 Armor Plates)

- 8 Tactical Gadget miniatures
(5 Cameras, 3 Bulletproof Cameras)



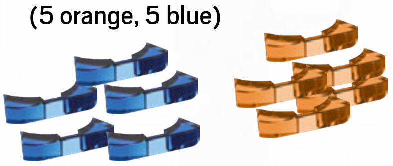
- 5 Special Gadget miniatures (2 Signal Disruptors, 3 Kóna Stations)



- 4 Armor Panel standees

- 2 Deployable Shield standees

- 10 Overwatch markers (5 orange, 5 blue)



- 28 Operator profiles

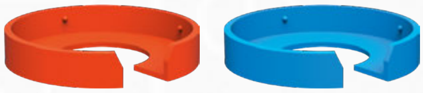
SLEDGE
THATCHER
ASH
THERMIT
BLITZ
IQ
SMOKE
MUTE
CASTLE
PULSE
JÄ
BANDIT

- 28 Revealed Operator miniatures

Attacker *miniatures*

Defender *miniatures*

- 24 Base rings



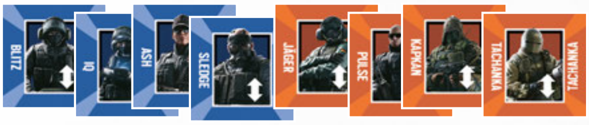
- 24 Hidden Operator tokens

CASTLE
BANDIT
BANDIT
JÄGER
JÄGER
MUTE
MUTE
SMOKE
SMOKE

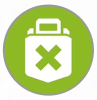
- 6 masks (described in the *Mission Guide*)

- 10 Leaning standees (5 orange, 5 blue)

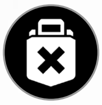
- 24 Named Entryway Overwatch tokens


BLITZ
IQ
ASH
SLEDGE
JÄGER
PULSE
KAPKAN
TACHANKA
TACHANKA

- Activatable Gadget token for the Operator **Montagne**



Activatable Gadget token 'Activated' side



Activatable Gadget token 'Ready' side

- 1 Sheet of self-adhesive labels
- 1 Setup aid

CORE CONCEPTS

In *6: Siege – The Board Game*, each player commands a squad of Operators. Players are either attackers or defenders, each with unique means of achieving victory.

The **attacker** begins the game outside the building complex, whereas the **defender** is hidden inside.

Games last up to 6 rounds, each organized in 5 phases.

1 – **Attacker's** first activation phase
2 – **Defender's** first activation phase
3 – **Attacker's** second activation phase
4 – **Defender's** second activation phase
5 – Upkeep phase

During each activation phase, players take turns to activate some of their Operators, each able to perform one movement action and two additional actions.

Use your Operators' weapons to try to eliminate opposing Operators that stray into line of sight.

You can also use gadgets and actions to re-shape the terrain, by breaching walls, barricading doors, or tossing a smoke grenade into a room, for example.

Making your way to the upper floor lets you move around more discreetly. Operators can also overwatch areas, instantly firing at any opponents that come into sight! Operators can also gain protection from a wall or obstacle by leaning.

The action unfolds within a limited time, managed by an app.

AIM OF THE GAME

Win the game by either fulfilling the chosen mission's victory conditions or eliminating all members of the opposing squad. If the last remaining Operator in both squads is eliminated during the same activation, nobody wins.

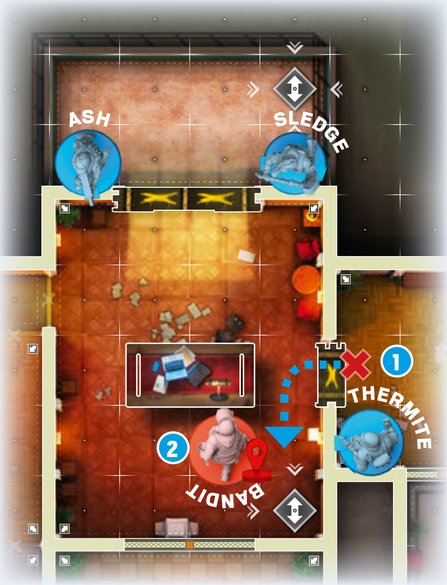
There are three types of mission, each with a specific objective:

- **Control mission:** The attackers and defenders compete for control over areas in order to score victory points. We recommend the Control mission for new players, as it is ideal for learning the game.
- **Bomb mission:** The attackers must defuse one of two interconnected bombs. The defenders' goal is to stop them.
- **Hostage mission:** The attackers' objective is to extract a hostage from the play area. The defenders must prevent them.

These missions are described in greater detail in the *Mission Guide*.

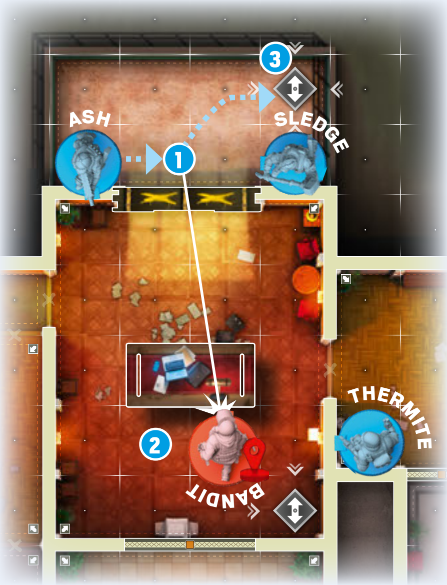
To give you a taste of what awaits you in *6: Siege – The Board Game*, the following example shows a phase in a game round during which the **attacker** is activating 3 of their Operators with the aim of taking up a position inside a room in the Consulate.

1– THERMITE



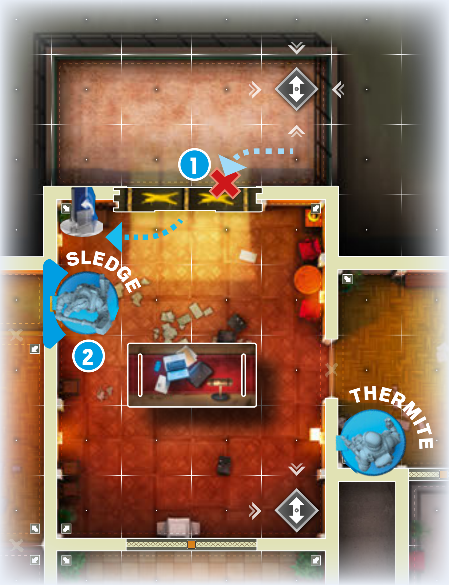
① **Thermite** destroys the barricade (✖).
② He deploys a drone, which then moves (··▶). The drone scans the room around it: **Bandit** receives a Located 📍 marker.

2– ASH

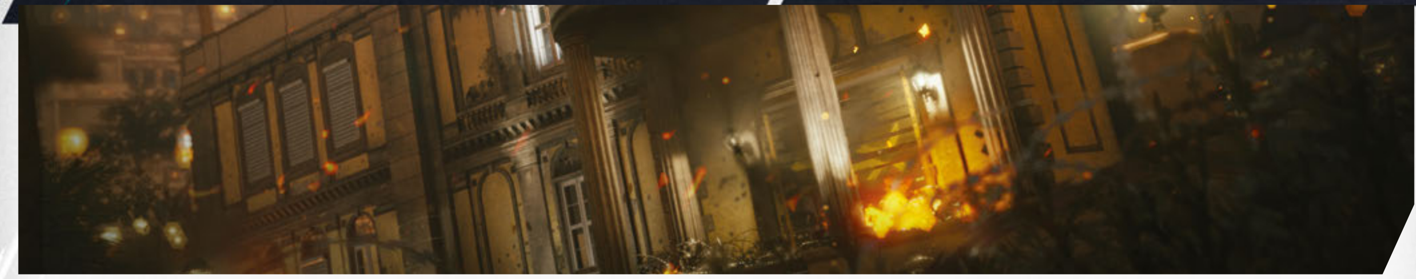


① **Ash** moves in front of the barricade (··▶).
② As **Bandit** has been located, **Ash** has a line of sight through the barricade. She shoots at **Bandit**, eliminating him.
③ **Ash** resumes her movement, reaching the upper floor via an entryway space.

3– SLEDGE

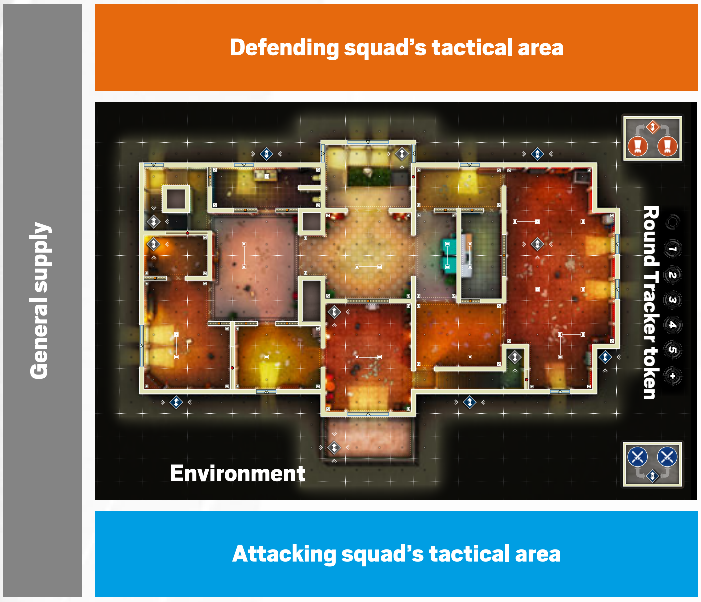


① **Sledge** destroys the barricade (✖).
② He moves (··▶), then leans into an opening in the room to overwatch the hallway facing him.



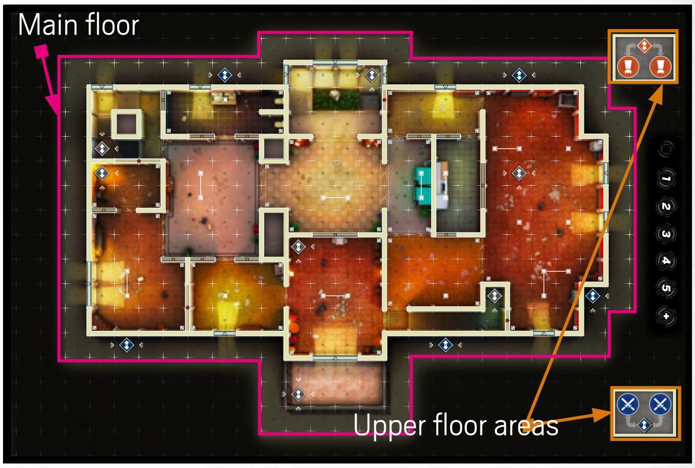
GAME AREAS

The following play areas are arranged around the game board (aka 'the environment'):


General supply
Defending squad's tactical area
Round Tracker token
Environment
Attacking squad's tactical area

ENVIRONMENT

Each side of the game board depicts a building, referred to as the environment. Only one floor of this building, the 'main floor', is shown in full. The building's other floors are represented by two upper floor areas (one for the **defender**, the other for the **attacker**). The main floor is divided into a grid of square spaces. Walls or barricades are present on the boundaries between some of these spaces.



Line of sight

Line of sight interacts with all game components, and the environment in particular. Some actions and game effects require a line of sight (for example, an Operator needs a line of sight to their target when shooting).

- **Definition**

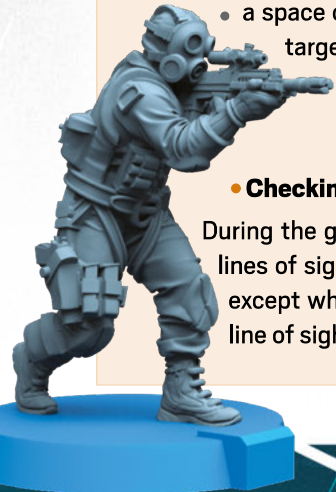
A line of sight is an imaginary straight line linking the central dots in two spaces that is not broken by any of the following elements:

- a partition;
- a space containing a Smoke or Gas overlay;
- a space containing an Operator, other than the targeted space.

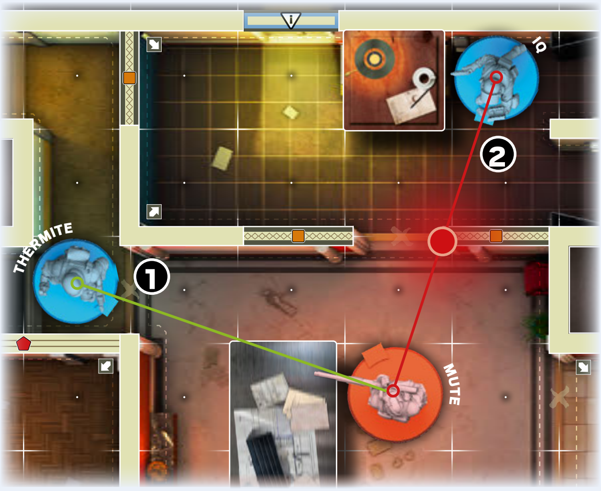
Operators can draw a line of sight in any direction at all times.

- **Checking line of sight**

During the game, players are not allowed to check lines of sight using an LoS Ruler or other means, except when challenging an opponent's claimed line of sight (see Challenges, p. 24).



Example: Line of sight

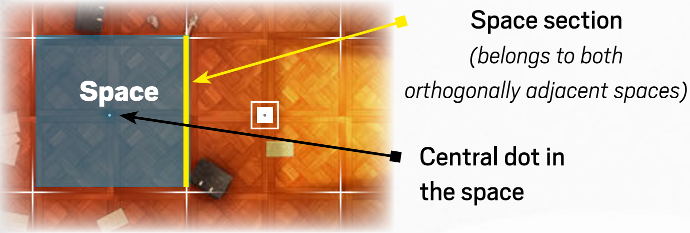


❶ **Mute** has line of sight to **Thermite**, as the imaginary line between the centers of the spaces containing these two Operators is not broken by a partition, an overlay, or another Operator.

❷ He does not have line of sight to **IQ**, however, as the line between the centers of their respective spaces is broken by a partition (●).

Main floor

Spaces on the main floor



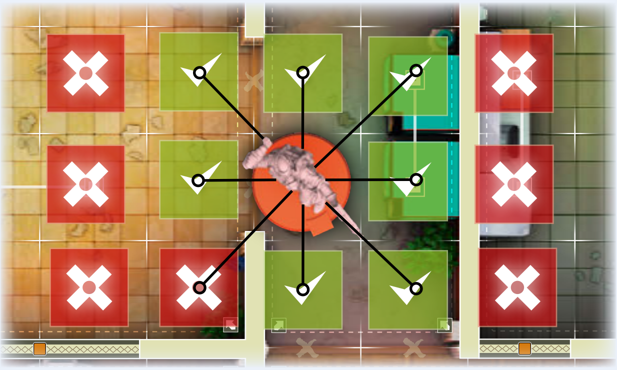
A game component in a space fully occupies that space.

When targeting a space containing a game component, target the space's central dot.

- **Adjacent spaces**

Spaces with a shared boundary are said to be adjacent if a line of sight can be drawn between them. This means that a space can be adjacent to the 8 spaces around it.

Example: Adjacency



○—○ Lines of sight to spaces having a shared boundary with the space occupied by Smoke

🟩 Spaces considered adjacent to Smoke's space

🟥 Spaces not considered adjacent to Smoke's space

- **Area capacity**

Spaces can contain no more than one Operator and one gadget.

A space with an Operator or an obstacle in it is 'occupied'. Spaces containing no Operators or obstacles are 'free'.

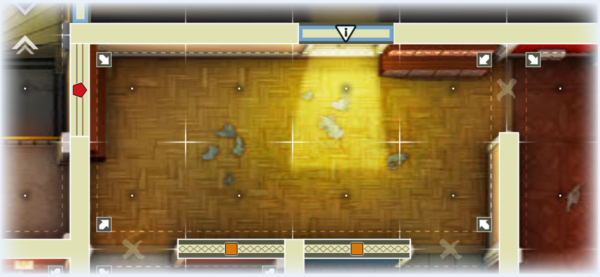
Room

A room consists of a group of spaces inside a perimeter represented by a dotted outline on the game board. Some gadgets affect a whole room. Actions performed in any space in the room will be subject to the gadget's effects.

- **Room ⬈**

An additional rule applies to rooms that have ⬈ icons in their corners: Operators on the upper floor may perform an action with a **Vertical** gadget targeting any space in a ⬈ room.

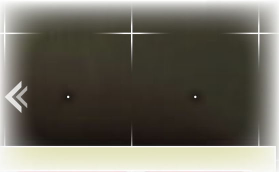
Example: Room



┆ Room perimeter

These icons show that this is a ⬈ room

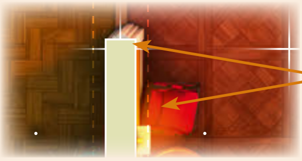
Perimeter space



The dark green spaces around the edges of the game board (referred to as 'perimeter spaces') represent the approaches to the building. These perimeter spaces are never part of a room.

Important note

Decorative elements printed on the game board are not obstacles, walls, windows, or icons, and have no impact on the game. This means that gameplay is unaffected by pot plants, parapets, guard rails, and other decorative features.



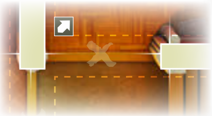
The wall's thickness and the chair have no influence on gameplay.

Door and window

Operators can move through doors and windows, which also do not block line of sight.

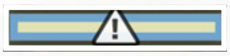
These elements can be fortified by erecting a barricade (see Barricades, p. 8).

- **Door**



A door is represented by one or two sections marked with a cross. All doors shown directly on the game board are 'open'.

- **Window**



A window may occupy either 1 or 2 space sections.

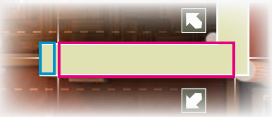
⚠ ➡ Moving through a window costs 1 extra movement point (see Move, p. 16).

Partitions

Walls and **barricades** are collectively referred to as 'partitions'.

All partitions except holed walls block line of sight.

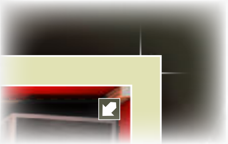
• Walls



A space section covered by a wall is a 'wall section'. A wall consists of one or more wall sections (▭), in some cases leading to a protruding section (▯). A wall is represented by a white outline (which is part of the wall).

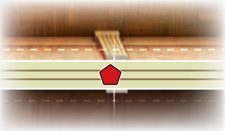
Walls of all types are impassable to Operator movements.

There are four types of wall.

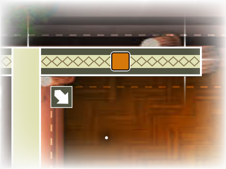


Heavy wall: May provide heavy protection to Operators (see Protection, p. 19). Heavy walls are indestructible.

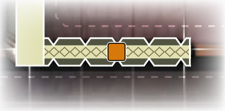
Area capacity: Wall-mounted gadgets (see Gadget, p. 25) can only be mounted on heavy wall sections. A wall section can only accommodate one gadget, which belongs to the space into which it faces. No other gadgets can be deployed in that space.



Fortified wall: Provides the same level of protection as a heavy wall, but can be destroyed by gadgets with the ⬟ destruction rating.



Light wall: May provide light protection to Operators (see Protection, p. 19). This type of wall can be destroyed by a gadget or an Operator with the ■ or ⬟ destruction rating.



Holed wall: Provides the same level of protection as a light wall but does not block lines of sight. This type of wall can be destroyed by a gadget or an Operator with the ■ or ⬟ destruction rating.

NOTE Holed walls are only used in the game's expansions.

• Barricades

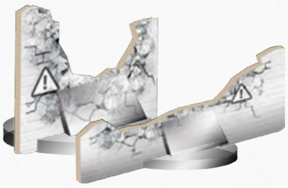
Barricades may be placed over doors and windows printed on the game board. Barricades may provide light protection to Operators (see Protection, p. 19).

Barricaded Door standee

Barricaded Window standee

A barricade is represented by a standee placed on a door or window. Barricades can be destroyed by a gadget or an Operator with the ▲, ■ or ⬟ destruction rating.

Breach



A Breach standee represents the rubble from a destroyed wall. It covers and replaces one or more destroyed wall sections.

Breaches do not block line of sight.

⚠ ➡ Moving through a breach costs 1 extra movement point (see Move, p. 16).

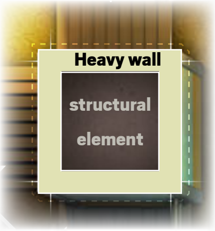
Obstacle

Obstacles can occupy a single space or extend over multiple spaces. They are indestructible, do not block line of sight, and may provide light protection to Operators.

⚠ ➡ Scaling an obstacle costs 1 extra movement point (see Move, p. 16).

Operators can never pause or end their movement in a space containing an obstacle.

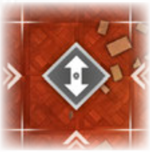
Structural element



This type of space represents an impassable structural element. This space is surrounded by sections of heavy wall.

Structural elements can never be targeted, and no game components can be placed in this type of space.

Entryway space ◆



An entryway space ◆ is a space on the main floor to which a few additional rules apply.

All Operators can use gray entryway spaces to move to or from an upper floor area. Blue entryway spaces can only be used by **attackers** (see Moving between floors, p. 18).

The following components can only be placed on entryway spaces:

- an Entryway Overwatch token (see Overwatch action, p. 20). Operators treat entryway spaces as **neutral** if they either have no Entryway Overwatch token, or one deployed by their own squad. For the **defender**, blue entryway spaces are not neutral;
- a Fortified Entryway token (see Gadgets, p. 25), subject to the area capacity of one gadget per space.

Upper floor areas

Each squad has an upper floor area consisting of two spaces. These spaces represent the existence of other floors of the building, allowing Operators to move around more quickly, shoot, or deploy gadgets from an upper floor area.

Space in an upper floor area

Only defenders may use orange spaces; blue spaces are exclusively for attackers.

Spaces in upper floor areas are not considered to be adjacent to each other or adjacent to the entryway spaces on the main floor.

However, some actions and reactions may be performed from an upper floor area into entryway spaces or ↗ rooms.

Area capacity

Each space in an upper floor area can accommodate no more than one Operator (represented by a miniature or a Hidden Operator token).

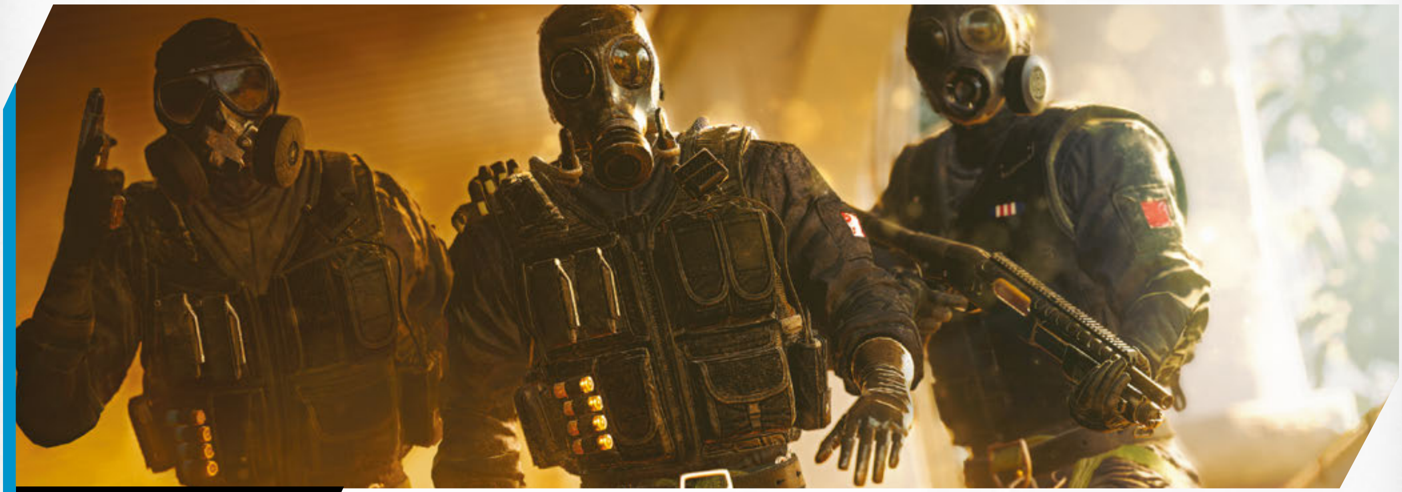
Line of sight

An Operator in an upper floor area has line of sight to all gray entryway spaces. Note that the line of sight extends no further than the entryway space. An **attacker**'s Operator in an upper floor area also has line of sight to all blue entryway spaces.

This line of sight may be blocked by:

- an opposing Entryway Overwatch token;
- a Fortified Entryway token;
- a Smoke or Gas overlay.

NOTE Operators in entryway spaces do not have line of sight to the upper floor.

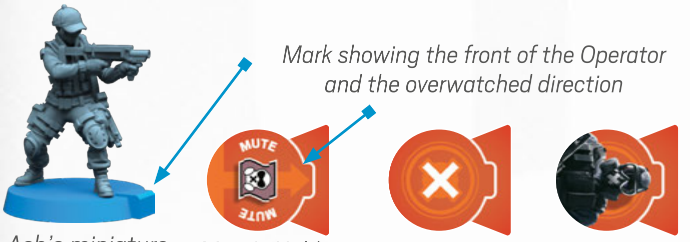


OPERATORS

Each player leads a squad of Operators, hand-picked from special forces units of various nationalities.

Operator representation

Each Operator is represented in the tactical area by a miniature on the game board (for a revealed Operator) or by their 2 Hidden Operator tokens.



Mark showing the front of the Operator and the overwatched direction

Ash's miniature (revealed)

Mute's Hidden Operator token

'Decoy' side

'Portrait' side

Important note

Rules that mention an Operator's miniature also apply to Operators represented on the board by a Hidden Operator token.

Operator status

An Operator's status can change during the game.

Some statuses are indicated by a marker. Each miniature or token representing an Operator can have only one Status marker of each type.

Status marker: Located

Located marker

Operators become Located when hit by a Shoot action. They may also be Located by a drone, camera, or special gadget. Place a 📍 marker on their miniature base.

Reveal hidden Operators that receive a 📍 marker.

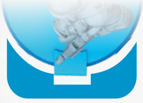
Line of sight to Located Operators **is no longer broken** by light walls, barricades and spaces containing a Smoke or Gas overlay.

Status marker: Stunned

Stunned marker

Operators may be Stunned by a flashbang grenade or a special gadget. Place a ! marker on their miniature base. Operators that perform a Shoot action while Stunned roll two yellow Hit dice (⬢⬢) instead of the dice they would normally roll.

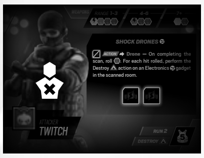
Status marker: Overwatch



Overwatch marker

While overwatching, an Operator can Riposte during the opposing Operator activation phase (see Overwatch action, p. 20).

Eliminated / In Play



Twitch's profile 'Eliminated' side

An Operator who sustains a number of wounds equal to or greater than their Stamina stat is eliminated. Remove their miniature and all items on their profile and put them back in the box. Flip the Operator profile to show its 'Eliminated' side. Any gadgets deployed in the environment by the eliminated Operator remain in play.

Operators are considered to be 'in play' until they are eliminated.

Revealed / Hidden Operators

The **attacker**'s Operators begin the game revealed (i.e. represented by miniatures).

The **defender**'s Operators, on the other hand, are initially hidden! Each Hidden Operator is represented on the game board by two Hidden Operator tokens: a decoy, and a portrait indicating their true location. The **defender** may secretly look at their Hidden Operator tokens at any time.

Like an Operator miniature, the two Hidden Operator tokens each occupy a space, blocking line of sight.

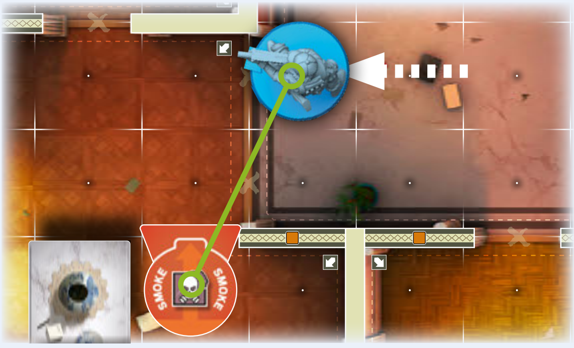
- **Revealing a hidden Operator - By the defender:** The **defender** may decide to reveal a hidden Operator at any time, in order to perform certain actions or reactions. This does not cost an action.

Important note

- An overwatching hidden Operator who decides to Riposte is automatically revealed before the shot is resolved (see Riposte, p. 22).
- A hidden Operator wishing to perform a REACTION enabled by a special gadget effect may do so by spending a Charge cube, with no need to reveal themselves.

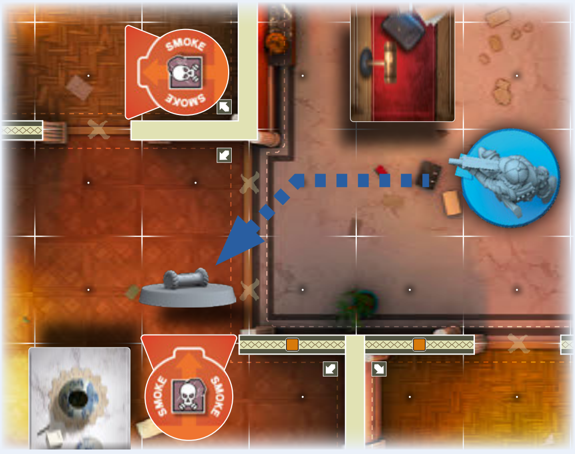
- **Revealing a hidden Operator - By the attacker:** The attacker may, at any time and without spending an action, ask the defender to reveal a Hidden Operator token in the following situations:
  - if the **hidden Operator** is in direct line of sight of one of their own **Operators** (not just in a space that they are overwatching). The defender may challenge the validity of the claimed line of sight (see Challenges, p. 24) ;
  - if the **hidden Operator** sustains one or more wounds;
  - if **one of their Operators** uses a gadget that locates **hidden Operators**.

Example: Operator revealed by a line of sight



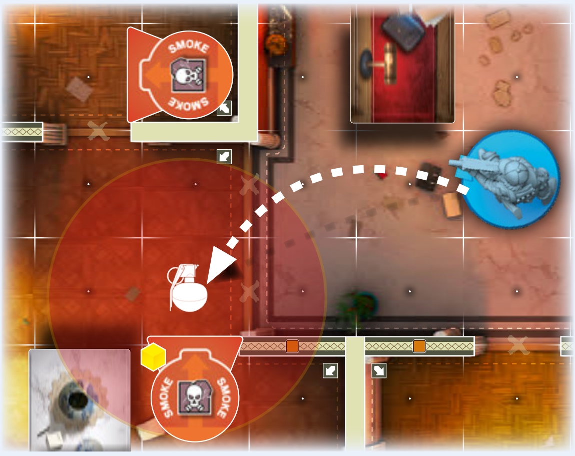
Ash is entering a space where she has line of sight to one of **Smoke**'s Hidden Operator tokens.

Example : Operator revealed by a drone



Ash has deployed a drone, which enters the room containing one of **Smoke**'s Hidden Operator tokens. The drone scan reveals the token's true nature.

Example : Operator revealed by a wound



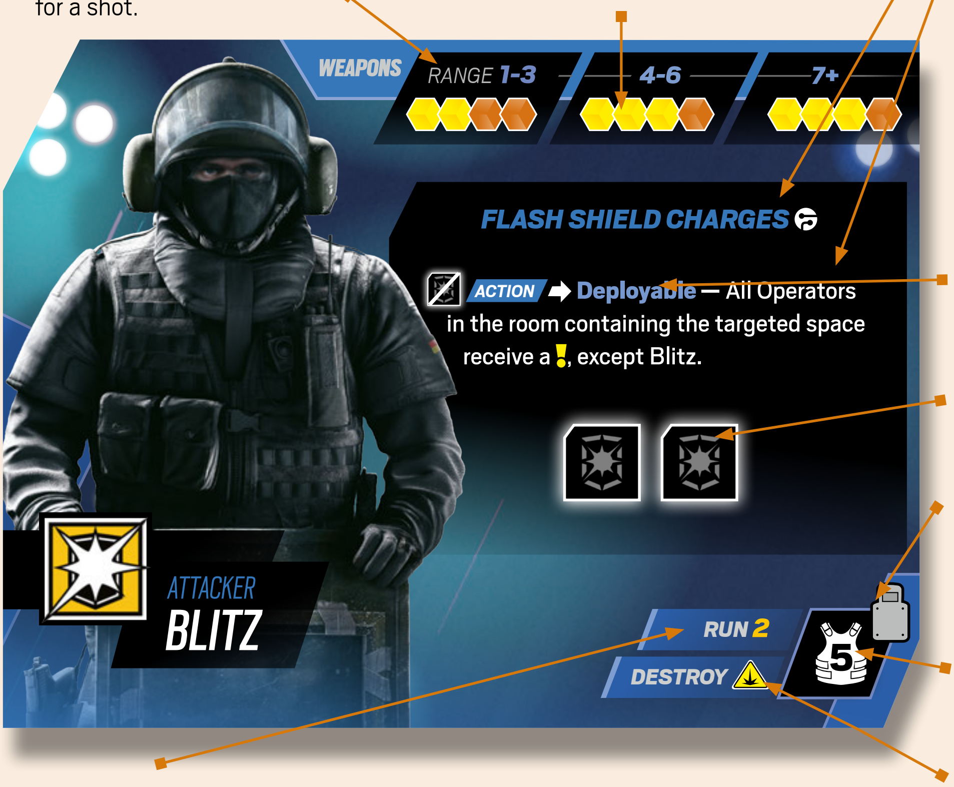
Ash has thrown a grenade into an area containing one of **Smoke**'s Hidden Operator tokens. Reveal the token if he sustains one or more wounds from the grenade.

Operator profile

WEAPONS

Range categories: Weapons can have a short (*1-3* spaces), medium (*4-6* spaces) or long range (*7* or more spaces). The range category affects the number and color of Hit dice rolled for a shot.

Hit dice: On average, a yellow die ⬢ rolls 1 hit, versus 1.5 hits for an orange die ⬢ and 2 hits on a red one ⬢. When shooting at a target with protection, do not roll any dice with a lightning symbol ⚡ (*e.g.* ⚡).



ACTION ➔ **Deployable** — All Operators in the room containing the targeted space receive a !, except Blitz.

- **Run:** This number (2 or 5) indicates the number of additional movement points granted by the Run action. Operators with the ' – ' character cannot run.

SPECIAL GADGETS

Each Operator has a unique special gadget, as shown on their profile.

Gadget name and related icons

Gadget effect(s): effects preceded by the *ACTION* icon require the Operator to spend an action in order to apply them. **Effects** preceded by the REACTION icon are generally triggered during the opponent's activation phase and dot not cost an action. **Effects** with neither the *ACTION* nor REACTION icon are permanent, and remain active at all times.

Some effects have one or more **keywords** (see Gadgets, p. 25).

Charge cube slots: Some actions and reactions require an Operator to spend a Charge cube.

Shield: Operators with the 🛡 icon on their profile have permanent light protection against shots (see Protection, p. 19).

Stamina: The number of wounds ✸ that must be inflicted to eliminate an Operator.

Destroy: The ⚠ and ▣ icons show an Operator's destruction rating when they perform the Destroy action.

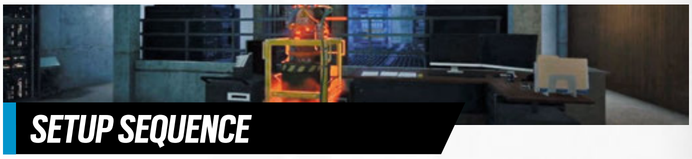
- **Effects of revealing a hidden Operator**

Place the revealed hidden Operator's miniature in the space that contains the token indicating their true position. Leave the orientation (indicated by the mark on the token) unchanged, and keep any status markers.

Place an Overwatch marker on the front of the miniature base, showing the previously overwatched direction, unless the revealed Operator is currently in their activation phase.

Then put the two Hidden Operator tokens back in the box.

These operations are not actions, and do not trigger reactions (see Operator reactions, p. 24).



SETUP SEQUENCE

The setup phase is an integral part of the *6: Siege – The Board Game* experience. Your choices at this stage in selecting Operators for your squad and deploying them to the game board will have a critical impact on the game.

Mission selection

In the *Mission Guide*, choose an environment and select a mission (Control, Bomb, or Hostage).

> NOTE **For your first few games,** we recommend picking the Control mission and the Consulate environment (see *Mission Guide*).

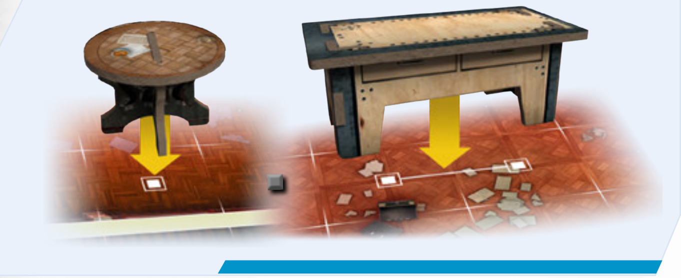
Place the game board representing the chosen environment in the middle of the table. Place the device on which you installed the app near the game board, together with the 2 LoS Rulers and 7 Hit dice.

Form the general supply near the game board. Put all Breach standees, Wound tokens, Located and Stunned markers in the supply, along with the Drone marker and all the overlays. Place the Round Tracker marker on the first space (0) on the Round Tracker.

Put an obstacle of the appropriate shape in each obstacle location

.

Example: Obstacle setup



Lastly, set up the following required components, as instructed in the selected mission (see *Mission Guide*):

- Bomb, Hostage, or Control tokens and miniatures specific to the selected mission;
- Barricade standees;
- 5 Camera miniatures (oriented as instructed);
- 3 Barbed Wire tokens (except for Control missions);
- 2 Fortified Entryway tokens (except for Control missions).

Squad selection

Decide who will play as the **attacker** and who will be the **defender**.

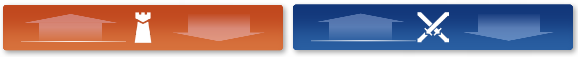
Players simultaneously and secretly form their respective squads, picking 5 of the Operators available for their role (i.e., attacker or defender).

Rapid deployment

You can save time by playing with the pre-made squads shown for each mission in the Starter Zone section of the *Mission Guide*.

Each player then sets up their tactical area, consisting of:

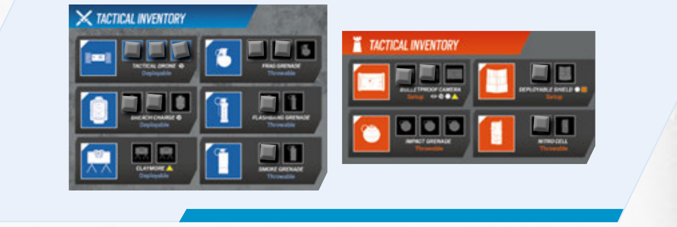
- 5 Operator profiles representing their chosen Operators. Place an Activation token under each profile, 'Operator available' side up;



Activation tokens – 'Operator available' side

- a personal supply, with a Reroll token, Overwatch markers, Entryway Overwatch tokens, and Leaning standees.
- a Tactical Inventory board: each player secretly places Charge cubes in whichever free slots they choose. The **defender places 4 cubes** in this way, and the **attacker places 6**. The **attacker** also places 3 Charge cubes in the slots reserved for drones. Players then simultaneously reveal their choices. The defender now has access to four tactical gadgets for the whole game, compared with nine for the attacker.

Example: Tactical inventories after setup



Players collect any standees, miniatures, or tokens associated with the gadget described on each Operator profile. For now, store these components on the Operator profile.

Charge cube slot for IQ's gadget.

Some Operator profiles have slots for Charge cubes: place a Charge cube in each slot.

Slot for Montagne's Activatable Gadget token

Some profiles have a slot for an activatable Gadget: place the appropriate Activatable Gadget token in the slot, 'Ready' side up.

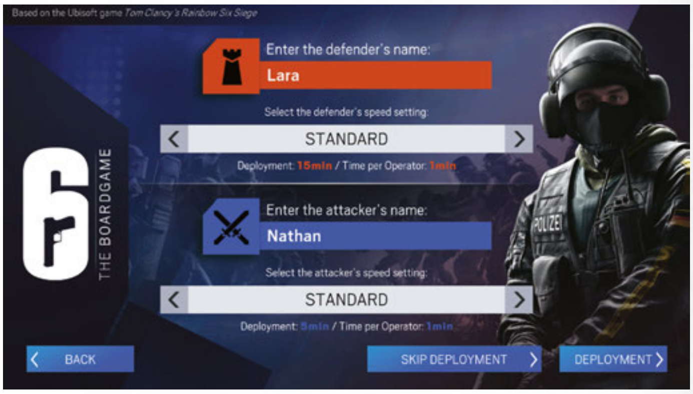
NOTE Feel free to use the named Base Rings to help you recognize the Operators on the game board until you are familiar with their appearance.

Game speed setting

Managing game time and the app

For an even more immersive gaming experience, we recommend playing *6: Siege – The Board Game* with the companion app. If you are unable to use the app, or prefer not to, refer to the 'No App' variant (see p. 29).

Open the app. Set the number of players and enter their names. Each player then selects one of the four available speed settings (1 – Beginner, 2 – Chill, 3 – Standard, or 4 – Extreme).



Based on the Ubisoft game *Tom Clancy's Rainbow Six Siege*

Enter the defender's name: Lara

Select the defender's speed setting: STANDARD

Deployment: 15min / Time per Operator: 1min

Enter the attacker's name: Nathan

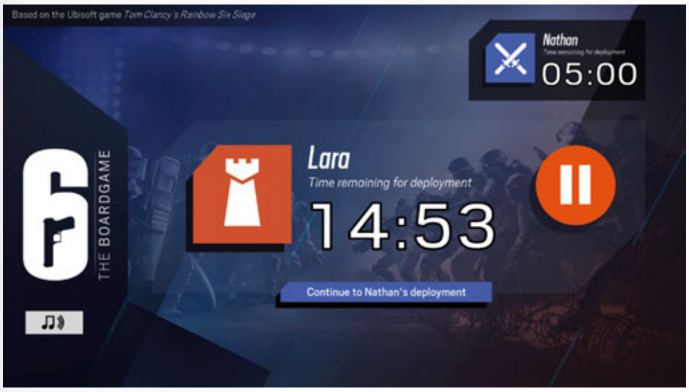
Select the attacker's speed setting: STANDARD

Deployment: 5min / Time per Operator: 1min

The speed setting affects the deployment time and game time allocated to each Operator. For a balanced game, players should choose the same setting. However, a veteran player can play with a handicap by picking a more demanding speed setting than their less experienced opponent.

NOTE **For your first few games,** we recommend playing with no time limit, or choosing speed setting 1 (Beginner) in the app.

Deployment


Based on the Ubisoft game Tom Clancy's Rainbow Six Siege
Nathan
Time remaining for deployment
05:00
THE BOARDGAME
Lara
Time remaining for deployment
14:53
Continue to Nathan's deployment

Rapid deployment

You will find ready-to-play deployments for each mission in the Starter Zone section of the *Mission Guide*. To use one of these pre-made deployments, tap the SKIP DEPLOYMENT button in the app and copy the deployment as shown. No time limit applies.

Tap the DEPLOYMENT button.

During their deployment:

- Players must comply with the applicable area capacity and gadget positioning rules (see Gadget Deployment, p. 25);
- Operators may be placed in a leaning position (see Leaning, p. 17).

Defender's deployment

When playing as the defender, deploy your Operators and gadgets in the order shown below. Operators and gadgets cannot be placed in perimeter spaces.

1. The defender may reposition or remove from the game board up to 5 of the following components set up during the Mission Selection step:
    - cameras;
    - barbed wire;
    - fortified entryways;
    - barricades.

NOTE If you move a barricade, you must redeploy it to the same type of location (*for example, a two-section Barricaded Door standee can only be placed on a two-section Barricaded Door location*).

2. Then place all your special gadgets that have the **Setup** keyword.

3. If you have chosen Bulletproof Cameras and/or Deployable Shields in your tactical inventory, remove the corresponding cubes from your inventory, collect the same number of Bulletproof Camera miniatures and/or Deployable Shield standees from the box, and place them on the game board.

4. Then place your 10 Hidden Operator tokens on free spaces on the board, or in orange spaces on the upper floor. For each space in the defender's upper floor area that contains a hidden Operator, also place the Entryway Overwatch token bearing that Operator's name on an entryway space. When the defender's deployment time has run out, or if the defender taps the CONTINUE TO ATTACKER'S DEPLOYMENT button in the app, it is the attacker's turn to deploy their assets within the set time limit.

Attacker's deployment

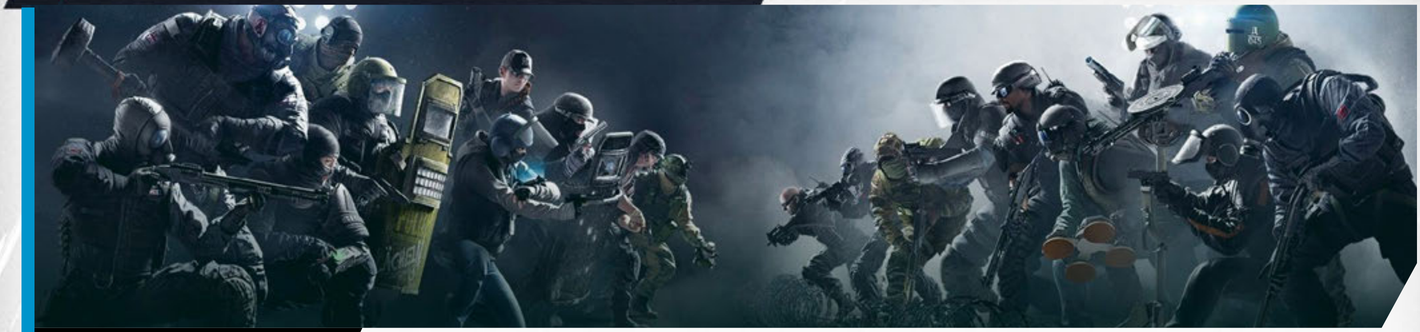
When the defender has finished their deployment, the attacker places their 5 Operators and their Overwatch marker in perimeter spaces.

The **attacker** cannot deploy Operators to their upper floor area.

NOTE Never resolve reactions or reveal hidden Operators during the deployment phase. You must wait until the attacker's first activation phase.

Deployment timeout

If the time allotted to a squad runs out before they have completed their deployment, collect any game components not yet set up and put them back in the box.



GAMEPLAY SEQUENCE

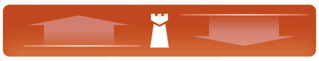
Games last up to 6 rounds, each organized in 5 phases.

1 – Attacker's first activation phase
2 – Defender's first activation phase
3 – Attacker's second activation phase
4 – Defender's second activation phase
5 – Upkeep phase

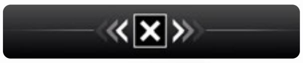
Each player must complete their two activation phases within a limited time, defined by the number of their Operators still in play at the start of the round. Players allocate this time between their activation phases as they see fit.

The player carrying out their activation phase is known as the 'active player', and their opponent is the 'passive player'.

When activating an Operator, the active player flips that Operator's Activation token to show its 'Operator activated' side.

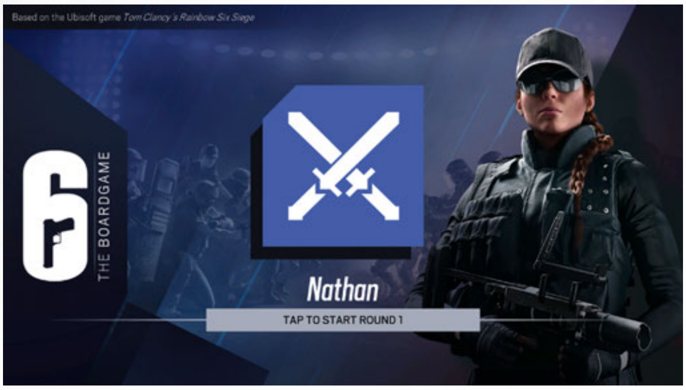


Activation token
'Operator available' side



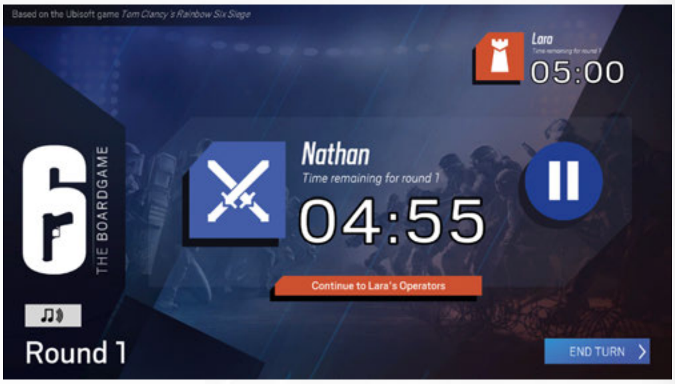
Activation token
'Operator activated' side

1 – Attacker's first activation phase


Based on the Ubisoft game Tom Clancy's Rainbow Six Siege
6 THE BOARDGAME
Nathan
TAP TO START ROUND 1

The attacker moves the Round Tracker marker forward one space, and the defender starts the attacker's timer by tapping the TAP TO START ROUND 1 button.

The attacker fully activates between **1 and 3** of their Operators still in play, in any order.

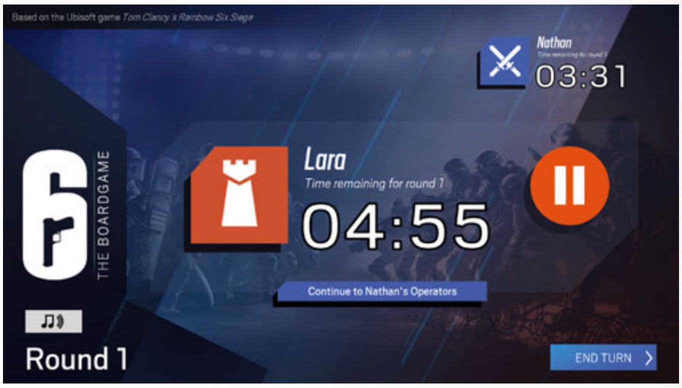

Based on the Ubisoft game Tom Clancy's Rainbow Six Siege
Lara
Time remaining for round 1
05:00
6 THE BOARDGAME
Nathan
Time remaining for round 1
04:55
Continue to Lara's Operators
Round 1
END TURN

Then the attacker taps CONTINUE TO DEFENDER'S OPERATORS to start the defender's timer.

NOTE If a player with a squad of 3 or more Operators activates all their Operators during their first activation phase, they will skip their second activation phase.

NOTE If a player with a squad of 5 Operators chooses to activate only 1 Operator during their first activation phase, they will be able to activate only 3 of their 4 available Operators in their second activation phase.

2 – Defender's first activation phase


Based on the Ubisoft game Tom Clancy's Rainbow Six Siege
Nathan
Time remaining for round 1
03:31
6 THE BOARDGAME
Lara
Time remaining for round 1
04:55
Continue to Nathan's Operators
Round 1
END TURN

The defender fully activates between **1 and 3** of their Operators still in play, in any order.

Then the defender taps CONTINUE TO ATTACKER'S OPERATORS to start the attacker's timer.

3 – Attacker's second activation phase

The attacker fully activates **between 0 and 3** of their Operators in play, in any order, provided they were not activated during their first activation phase.

Then the attacker taps CONTINUE TO DEFENDER'S OPERATORS to start the defender's timer.

4 – Defender’s second activation phase

The defender fully activates **between 0 and 3** of their Operators in play, in any order, provided they were not activated during their first activation phase.

Then the defender taps UPKEEP to end the activation phases.

Activation timeout

When a player’s activation timer expires during one of their activation phases:

- if one of their Operators was in the process of performing an action, complete the action, unless it was a movement action, in which case, leave the Operator in the last space entered before the timer expired;
- that player cannot activate any more Operators;
- they may still react, but can no longer take time to think first.

NOTE If the attacker’s time expired during their first activation phase, the defender plays both of their activation phases, one after the other.

5 – Upkeep phase

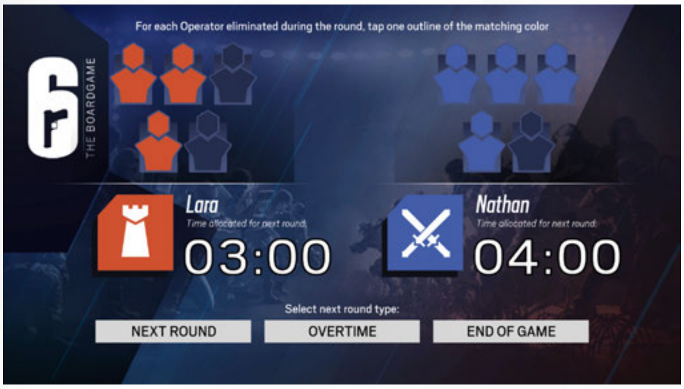
Check the mission’s victory conditions (see *Mission Guide*). A player wins the game if they have achieved any of the victory conditions: tap the END GAME button.

Otherwise, remove any Located markers, Stunned markers, and/or overlays from the game board, returning them to the general supply.

Players flip their Operators’ Activation tokens to show their ‘Operator available’ side, and reset all Activatable Gadget tokens to their ‘Ready’ side.

For each Operator eliminated during the current round, tap one of the outlines in the relevant squad in the app. The app then automatically adjusts the activation time available to each player for the coming round.

Then begin a new round by tapping NEXT ROUND, or OVERTIME where applicable.



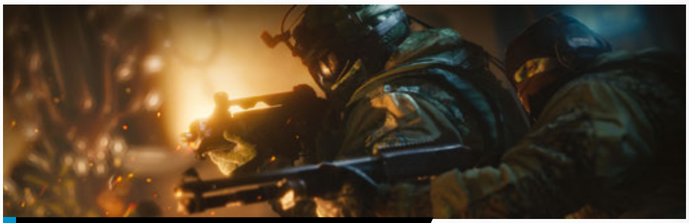
For each Operator eliminated during the round, tap one outline of the matching color

Lara
Time allocated for next round:
03:00

Nathan
Time allocated for next round:
04:00

Select next round type:

Repeat the process for each subsequent round until a victory condition is met.



ACTIVATING AN OPERATOR

After flipping the Activation token to show its ‘Operator activated’ side, the Operator may perform up to **three actions**, **in any order**: 1 Move action, and 2 other actions.

Operators are not allowed to perform the same action twice.

The available actions vary according to whether the Operator is revealed or hidden.

Actions available to a revealed Operator (miniature)

Revealed Operators can perform the following actions:

- Move;
- Run;
- Shoot;
- Overwatch;
- Use Tactical Gadget;
- Use a Special Gadget **ACTION** effect;
- Destroy.

These actions are described in the Operator Actions section.

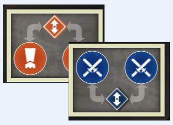
Actions available to a hidden Operator (tokens)

While hidden, Operators may only perform the following actions: Move, Run, and lastly, Overwatch (which is performed automatically).

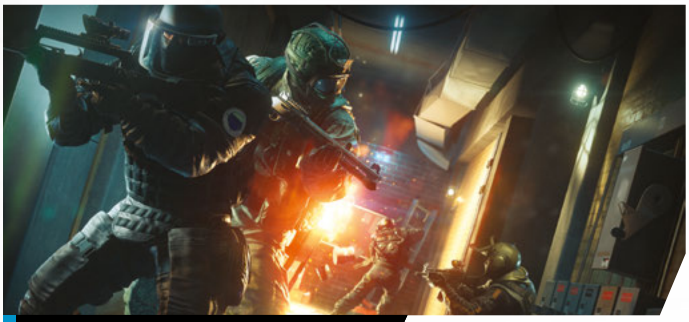
If you want a hidden Operator to perform any other actions, you must first reveal the Operator during their activation phase. Once revealed, the Operator may spend any remaining actions as a revealed Operator.

Example: *Smoke, who is hidden, performs a Move action. He then wants to Shoot an opposing Operator. To do so, he must reveal himself and spend an action to Shoot. He may then perform a final action, which can be anything except Move or Shoot, which he has already performed.*

Operator actions



ACTION	Revealed Operators	Hidden Operators	From the main floor	From an upper floor area
Move *(movement)*	✓	✓	Spend up to 5 movement points.	Spend 1 movement point to access the main floor via a ◆, then spend any remaining movement points.
Run *(movement)*	✓	✓	Spend up to 5 movement points, depending on the Operator's profile.	
Overwatch	✓	✓	Reorient the Operator. Overwatch spaces in the Operator's line of sight, in the direction indicated by their Overwatch marker.	Place an Entryway Overwatch token on a neutral ◆. **OR** Dispute an ◆ overwatched by the opponent.
Shoot	✓	✗	Shoot at an Operator situated in line of sight. Locate 📍 the targeted Operator.	Perform one of these three actions in a neutral ◆.
Use Tactical Gadget	✓	✗	Apply the effect of a gadget in the tactical inventory.	
Destroy	✓	✗	Remove destructible elements from the game board, if they are in a space in line of sight and you have the required destruction rating.	
Use a Special Gadget *ACTION* effect	✓	✗	Apply a Special Gadget ***ACTION*** effect.	Apply a Special Gadget ***ACTION*** effect in a neutral ◆. **OR** Apply a Special Gadget ***ACTION*** effect of a **Vertical** gadget in a ↗ room.



OPERATOR ACTIONS

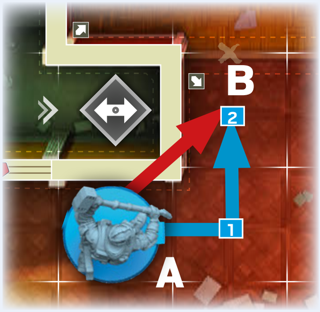
Move (movement action)

An Operator performing this action has 5 movement points, which can be spent on moving and leaning.

Moving an Operator

An Operator may enter orthogonally or diagonally adjacent spaces (see Adjacent spaces, p. 7), at a cost of 1 movement point per space.

Example: Moving into an adjacent space



*To reach space **B**, Sledge must spend 2 movement points.*

➡ *This movement is not possible, as spaces **A** and **B** are not adjacent.*

The following restrictions apply to this movement:

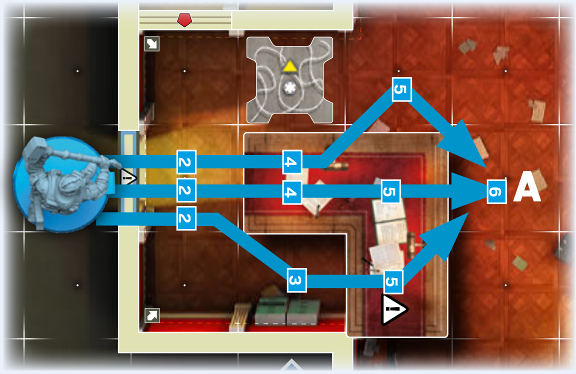
- Operators cannot enter a space occupied by an opposing Operator.
- An Operator can move through a space occupied by a squad-mate, but can never pause or end their movement in one;
- An Operator can move through a breach or window. Doing so costs 1 extra movement point ⚠.

Passing an obstacle

Operators must spend 1 extra movement point ⚠ to climb onto an obstacle as they enter one of its spaces. Entering another space occupied by the same obstacle, or moving off the obstacle, costs only 1 movement point.

Operators can never pause or end their movement in a space containing an obstacle.

Example: Moving and passing an obstacle



*To reach space **A**, Sledge must spend 6 movement points (requiring him to use the Run action, see p.18), whichever route he takes. Whenever Sledge passes an obstacle or moves through a window, he must spend an additional 1 movement point (shown by the ⚠ icon).*

Movement by hidden Operators

The defender allocates the movement points for an Operator's Move (or Run) action freely between the two Hidden Operator tokens.

Pausing a Move action

Players may pause a Move action after entering a free space, perform one or two available actions, and then resume their movement, spending their remaining movement points in the normal way. The active player splits their action, counting each movement step separately and announcing the number of remaining movement points.

An Operator can pause a Move action multiple times during the same activation.

Leaning

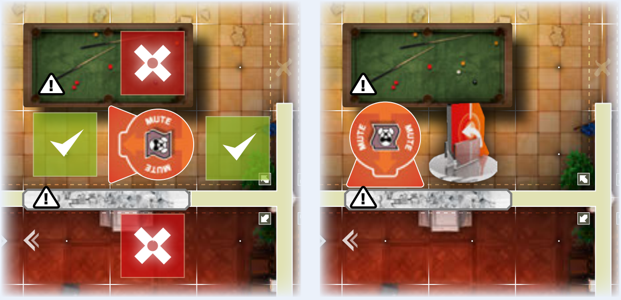
Operators (whether revealed or hidden) on the main floor can lean to gain a line of sight while remaining protected.

For 1 movement point, an Operator can lean into a **free orthogonally adjacent space**.

Move the Operator's miniature into the space into which they are leaning, and place their Leaning standee in the space from which they are leaning.

Operators cannot lean through breaches or windows, or over obstacles.

Example: Leaning



Mute before leaning *Mute in the leaning position.*

✓ Spaces into which **Mute can lean**

✖ Spaces into which **Mute cannot lean**

Obstacle

Breach

A leaning Operator occupies 2 spaces on the game board: the one containing their miniature, and the one containing their Leaning standee.

An Operator leaning between two rooms is considered to be present in both.

An Operator can be targeted by targeting either their miniature or their Leaning standee.

Important note

- ➡ Leaning standees never block line of sight.
- ➡ Operators cannot move while leaning.
- ➡ A leaning Operator uses the space containing its miniature when performing actions that require line of sight.
- ➡ Leaning has the same effects on gameplay as entering a space. For example, if an Operator leans into a space overwatched by an opposing Operator, the opposing Operator can Riposte.

• Straightening up

Straightening up (i.e., exiting the leaning position), also costs 1 movement point. Operators may straighten up in two ways:

- either move the miniature into the space containing the Leaning standee, and return the standee to the owner's supply;
- or leave the miniature in its current space space and return the Leaning standee to the owner's supply. The Operator is considered to have entered the space that now contains their miniature.

NOTE Leaning and straightening up have the same effects as entering a space, potentially triggering a Riposte from an overwatching opposing Operator (see Riposte, p. 22).

Moving between floors

Operators must use an entryway space to move between floors.

• Moving from the main floor to an upper floor area

An Operator on the main floor that enters an entryway space during a movement action can spend 1 movement point to move into one of the two spaces in their designated upper floor area.

If neither space in their upper floor area is free, the Operator must remain on the main floor.

Once in their upper floor area, the Operator cannot spend any remaining movement points or perform another movement action.

• Moving from an upper floor area to the main floor

An Operator in their upper floor area may spend 1 movement point to move to an entryway space on the main floor.

Operators that leave their upper floor area cannot return to it during the same activation.

Run (movement action)

RUN 2 The Run action lets an Operator make an extra movement during their activation phase. It grants either 2 or 5 movement points, depending on the value shown on the Operator profile, which can be spent as for a conventional Move action.

Note: Operators with a Run value stated as ' – ' cannot perform this action.

Shoot action

An Operator can perform a Shoot action, targeting an opposing Operator situated in line of sight. The Operator performing a Shoot action is known as 'the shooter'.

Shooting through game elements

As line of sight to Located Operators is not broken by light walls, barricades and overlays, they can be targeted by shots fired through these elements.

1 Tap ⏸ to pause the timer. Then announce which opposing Operator they are aiming at ('the target'). State whether or not the target has protection (light or heavy, see Protection, p. 19).

Pausing the timer to perform an action

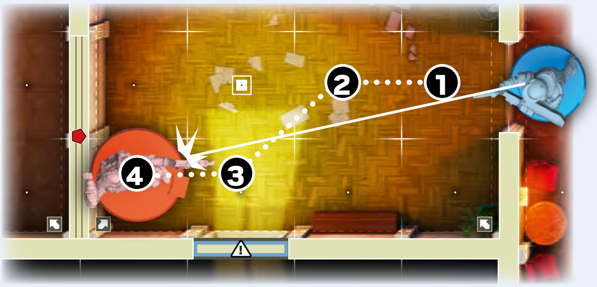
Pause the timer whenever a game effect requires a dice roll.

The player controlling the targeted Operator:

- either states that they approve the line of sight and protection conditions declared by the shooter, in which case play proceeds directly to the next step;
- or indicates that they do not approve the conditions declared by the shooter, challenging the shot (see Challenges, p. 24).

2 Calculate the distance from shooter to target: count each space between the shooter and the target, including the target's space but not the shooter's space. Pick the shortest path and ignore any ⚠ when calculating the distance.

Example : Range calculation



Blitz is shooting at **Smoke**, at a range of 4 spaces.

——— Blitz's line of sight

●····● Range calculation

After calculating the distance in spaces, refer to the Operator profile to determine the equivalent range category.

The range affects the number and color of Hit dice rolled for a Shoot action. If the target has protection, do not roll any dice with a lightning symbol ⚡.

Treat shots fired from an upper floor area into an entryway space as **short range**.

3 Roll all the allowed Hit dice and add up the Hit ✹ symbols to determine the total number of hits inflicted on the target.

If the targeted Operator is protected (see Protection, p. 19), modify the hit total as follows:

- Subtract 2 hits if the target has light protection;
- Or subtract 3 hits if the target has heavy protection.

4 The final result indicates the hits inflicted on the targeted Operator, who sustains 1 wound per hit. Place the corresponding number of Wound tokens on their profile.

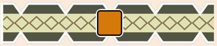
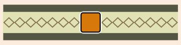
An Operator is eliminated immediately if the total number of Wound tokens on their profile equals or exceeds their Stamina stat (see Operator status, p. 10).

If the targeted Operator remains in play, place a Located marker on their miniature's base, even if they sustained no hits.

5 Tap to restart the timer.

Protection

A targeted Operator may gain light protection (- 2 hits) or heavy protection (- 3 hits) if **the shooter's line of sight** passes through any of the following elements (see table opposite).

Element through which the line of sight passes	Additional condition	Protection
Obstacle	The target must be situated **in a space adjacent** to the obstacle.	*Light protection:* **- 2 hits**
Holed wall 	------	
Barricade	------	
Light wall 		

Operators with **2 or more sources of light or heavy protection** are considered to have heavy protection. This means that a maximum of 3 hits may be subtracted from an opponent's shot.

Protection **only** applies to hits inflicted by shots.

Protection for leaning Operators

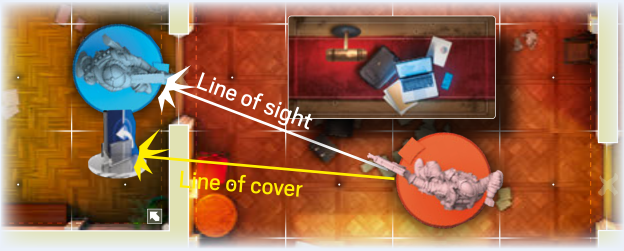
A leaning Operator is represented by two game components. When a shot targets either of these two components, a second line (in addition to the line of sight) must be drawn to determine the targeted Operator's protection rating.

This second line runs from the shooter to the targeted Operator's non-targeted component, and is not blocked by any game elements. This line is known as the '**line of cover**'. Each **different element** through which the line of sight and the line of cover pass protects the targeted Operator.

As the line of cover is never blocked, additional elements grant protection if the targeted Operator is leaning. Use the following information to determine the protection provided by elements along the line of cover, as well as the elements listed in the previous table:

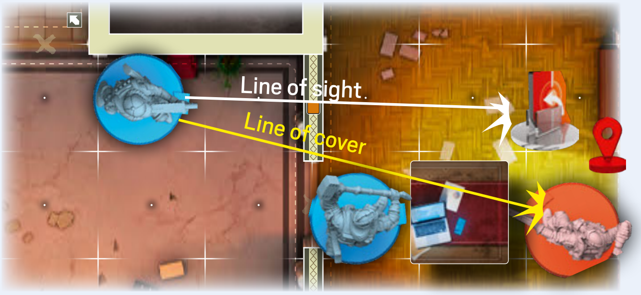
Element through which the line of cover passes	Protection
Heavy wall	*Heavy protection:* **- 3 hits**
Fortified wall	
Squad-mate carrying a shield	*Light protection:* **- 2 hits**

Protection examples: Leaning Operator



Smoke is shooting at **Ash**, who is in the leaning position.

She gains *heavy protection* as the line of cover between **Smoke** and **Ash**'s Leaning standee passes through a heavy wall.

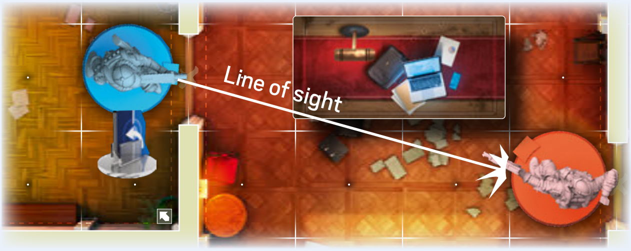


Ash is shooting at **Smoke**, who is Located and leaning.

Smoke gains *heavy protection* from a combination of 2 sources:

- the line of sight passes through a light wall;
- the line of cover also passes through an obstacle adjacent to him.

Protection example: Obstacle



Ash is shooting at **Smoke**.

Smoke has *light protection*, as he is adjacent to an obstacle and **Ash's** line of sight to him passes through that obstacle.

- **Operators carrying a shield**

Operators with the icon on their profile have permanent light protection against shots.

Free action

Some actions cause players to perform other actions, which are treated as free actions. Reactions are also free actions.

Free actions never count towards the total of 3 available actions when activating an Operator.

A free action never triggers a Riposte, unlike the initial action that led to it.

HEARTBEAT SENSOR

ACTION ➜ **Wave** OR **Vertical** — The targeted Operator receives 📍.

ACTION ➜ **Vertical** — Perform a Shoot action (short range, light protection) targeting the Located Operator.

Example : *During his activation phase, Pulse spends only one of his 3 actions to perform the Use a Special Gadget* ***ACTION*** *effect action with his heartbeat sensor. Once completed, this action may prompt a reaction by an opposing Operator, but the ensuing Shoot action is free and never triggers a reaction.*

For his second action, Pulse can therefore perform any action, including Shoot, except Use a Special Gadget ***ACTION*** *effect, which he has just used.*

Overwatch action

An Operator can use the Overwatch action to:

- **From the main floor:** overwatch an area comprising multiple spaces in the Operator's line of sight, extending in the direction shown by their Overwatch marker;
- **From an upper floor area:** overwatch one entryway space.

The Operator is said to be 'overwatching', and the area or entryway space thus covered is 'overwatched'.

During the opposing squad's activation phases, the overwatching Operator can Riposte in spaces in an overwatched area (see Riposte, p. 22).

- **Overwatched status marker**

The overwatched status is indicated by an Overwatch marker placed in front of an overwatching Operator situated on the main floor, or by an Entryway Overwatch token in the case of an Operator on the upper floor.

Hidden operators perform the Overwatch action automatically, and the Overwatch marker is incorporated into the Hidden Operator token.

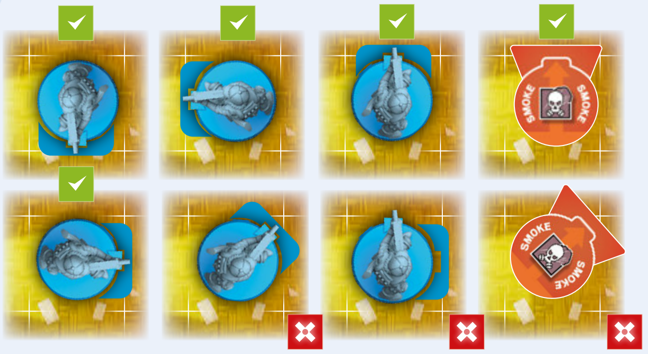
Thermite with his Overwatch marker

Integrated Overwatch marker

Mute's Hidden Operator token

When an Operator performs the Overwatch action from the main floor, point their miniature in the overwatched direction, then place an Overwatch marker in front of it, in one of the four sections of the space containing the miniature.

Example: Overwatch marker orientation



✓ Correct positioning ☒ Incorrect positioning

When an Operator performs the Overwatch action while in a leaning position, place the Overwatch marker in front of their miniature. The marker cannot be placed between the Operator miniature and their Leaning standee.

- **Ending overwatch**

An overwatching Operator that performs an action during their activation loses their overwatch status: remove their Overwatch marker (unless the Operator is hidden) or their Entryway Overwatch token from the board and return it to your personal supply.

> NOTE Overwatch markers and Entryway Overwatch tokens are not removed from the game board during the upkeep phase.

Overwatching from the main floor

Revealed and hidden Operators do not perform Overwatch actions from the main floor in exactly the same way.

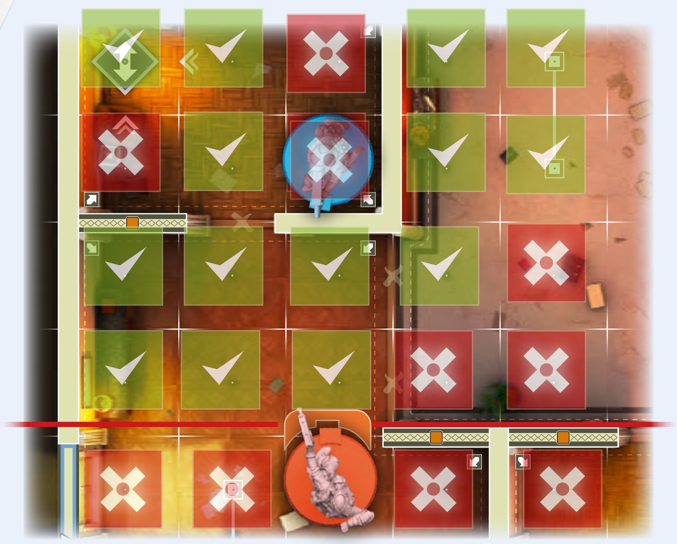
- **Revealed overwatching Operator**

The Operator covers a 180º arc extending forward from the space section covered by their Overwatch marker. The Operator overwatches all spaces inside the arc that are in their **line of sight**.

- **Hidden overwatching Operator**

Hidden Operators automatically conclude their activation with an Overwatch action: reorient their Hidden Operator tokens to show the overwatched direction. The Operator covers a 180º arc extending forward from the space section covered by their Overwatch marker (which is incorporated into the Hidden Operator token).

Example: Overwatched area



🟩 Spaces overwatched by Smoke.

🟥 Spaces not overwatched by Smoke.

While overwatching, Smoke monitors all spaces in line of sight that are located forward of the imaginary line extending the space section covered by his Overwatch marker (—).

Overwatching from an upper floor area

Revealed and hidden Operators do not perform Overwatch actions from the upper floor in exactly the same way.

- **Revealed overwatching Operator**

From an upper floor area, an Operator can only overwatch one entryway space. Choose the entryway space that you want your Operator to overwatch, then:

if the entryway space does not already contain an Entryway Overwatch token, place your Operator's Entryway Overwatch token in it. Your Operator is now overwatching the space;

if the entryway space already contains an Entryway Overwatch token belonging to your squad, you may replace it with your Operator's Entryway Overwatch token. Return the removed token to your supply;

if the entryway space already contains an opposing Entryway Overwatch token, your Operator disputes the entryway space. The player owning the existing token may agree to remove it from the game board, allowing your Operator to place their token in the normal way, with no other effects. Otherwise, an **exchange of fire** is triggered between the two Operators (see below).

If a disputed Entryway Overwatch token belongs to a hidden Operator, that Operator must reveal themselves. If the Hidden Operator token was a decoy, remove their Entryway Overwatch token and replace it with the disputing Operator's token.

- **Hidden overwatching Operator**

A hidden Operator that ends their activation with at least one of their Hidden Operator tokens in their upper floor area **automatically performs** the Overwatch action on an entryway space, or attempts to do so by disputing an entryway space overwatched by an opposing Operator. Hidden Operators must reveal themselves before disputing an entryway space.

> NOTE If a Hidden Operator token moves to an upper floor area that already contains the Operator's second Hidden Operator token, you may redeploy the Operator's Entryway Overwatch token at the end of their activation.

- **Exchange of fire**

During an exchange of fire, the active player pauses the timer ⏸.

Their Operator may perform **a** free Shoot action (short range, heavy protection) targeting the Operator that owns the disputed Entryway Overwatch token.

After this shot:

- **If the passive player's Operator is still in play**:
  - leave their Entryway Overwatch token in place;
  - they may also perform **a** free Shoot action (short range, heavy protection) targeting the Operator disputing the space occupied by their Entryway Overwatch token.
- **If the passive player's Operator is eliminated**:
  - put their Entryway Overwatch token back in the box;
  - replace it with the active Operator's Entryway Overwatch token.

On completing the exchange of fire, the active player taps ▶ to restart the timer.

Shot

The term 'shot' may refer to a Shoot action, a Riposte or an exchange of fire. Whenever a player's Operator fires a shot, perform all the steps for a Shoot action (see Shoot action, p. 18), allowing for the range and protection requirements applicable to exchanges of fire.

Riposte

An Overwatch action may lead to a Riposte, which can only be triggered during the opposing player's activation phase.

A Riposte is a **free** Shoot action. Do not remove the Overwatch token or marker after a Riposte.

Hidden Operators must reveal themselves when launching a Riposte.

Riposte from the main floor

An Operator overwatching from the main floor may Riposte **whenever** an opposing Operator:

- enters a space that they are overwatching;
- is present in a space that they are overwatching **after** completing an action.

NOTE It is possible to Riposte when an opposing Operator moves into a space on the main floor that contains an obstacle.

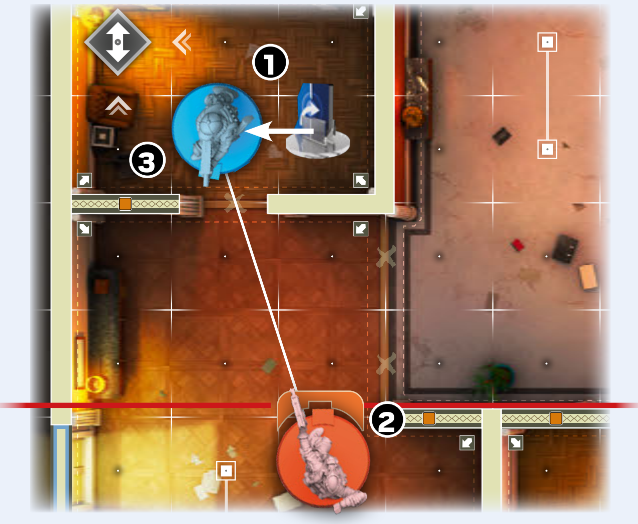
Riposte from an upper floor area

An Operator overwatching from their upper floor area may Riposte (short range) **whenever** an opposing Operator:

- enters an entryway space that they are overwatching;
- is present in an entryway space that they are overwatching **after** completing an action.

NOTE There is no limit to the number of times an Operator can Riposte during an opponent's activation phase.

Example: Riposte



① **Ash** leans into a space that is overwatched by **Smoke**.

② **Smoke** Ripostes. After resolving the shot, **Ash** is still in play.

③ For her second action, **Ash** shoots at **Smoke**.

Smoke survives, and can therefore Riposte against **Ash** a second time.

Use Tactical Gadget action

Each Charge cube in a tactical inventory represents the potential to perform a Use Tactical Gadget action.

To perform a Use Tactical Gadget action, you must spend a Charge cube from the desired gadget: remove the Charge cube from your inventory and put it back in the box. Target the space where you want to use the gadget. Apply the gadget's effect from the targeted space.

Tactical gadget Charge cubes can be spent by any of the Operators in a squad.

The effects of some tactical gadgets involve performing a Destroy action. Treat this as a free action.

Use a Special Gadget ACTION effect

Special gadgets can only be used by the Operator that owns them.

An Operator performing the Use a Special Gadget **ACTION** effect action may apply one of their special gadget's effects preceded by the **ACTION** icon (for an **attacker**) or **ACTION** (for a **defender**).

If the **ACTION** icon is preceded by a struck-out Charge cube slot ⊘, you must spend a Charge cube from the relevant Operator profile in order to apply the effect. Put the spent Charge cube back in the box.

Permanent effect of special gadgets

Special gadget effects not preceded by **ACTION** or **REACTION** (see Operator reactions, p. 24) are permanent. They are applied with no need to spend an action, and remain active at all times.

Some effects require you to perform one or more actions. These are free actions.

Destroy action

DESTROY 🟧 An Operator performing the Destroy action applies the destruction rating shown on their Operator profile to all destructible elements (i.e., with a strength rating) in the targeted space.

Some gadget effects also require the Operator to perform a free Destroy action when they are applied, in which case, the gadget's destruction rating will be stated in the effect.

Targeting Destroy actions performed by Operators

When performing a Destroy action, the Operator must target the central dot in a space in line of sight.

Determining the affected elements

The following elements can be affected by a Destroy action in a space:

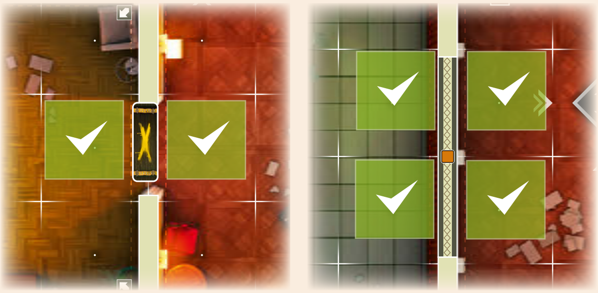
- the gadget (if any) in the targeted space;
- all partitions in the targeted space.

NOTE If you perform a Destroy action in a space containing an Operator, the action does not affect any gadgets present on that Operator's profile (in the form of miniatures or Charge cubes).

Location of partitions

A one-section partition belongs to 2 orthogonally adjacent spaces.

A two-section partition is treated as a single component. It belongs to 4 orthogonally adjacent spaces.



✓ *Spaces that affect the partition if targeted*

Required destruction rating: ⚠ 🟧 ⬟

Operator profiles show a destruction rating ⚠ or 🟧, applicable when the Operator uses the Destroy action.

Compare the destruction rating against the targeted element's strength rating. There are three possible strength ratings: △, ■, and ⬟.

The ⚠ destruction rating destroys gadgets and partitions with the △ strength rating.

The 🟧 destruction rating destroys gadgets and partitions with the △ or ■ strength rating.

The ⬟ destruction rating (gadget effect only) destroys gadgets and partitions with the △, ■, or ⬟ strength rating.

Elements with no strength rating, such as obstacles and heavy walls, are indestructible.

- **Bulletproof** *(gadgets only)*

The Bulletproof attribute does not apply to Destroy actions performed by an Operator in exactly the same way as free Destroy actions triggered by a gadget effect.

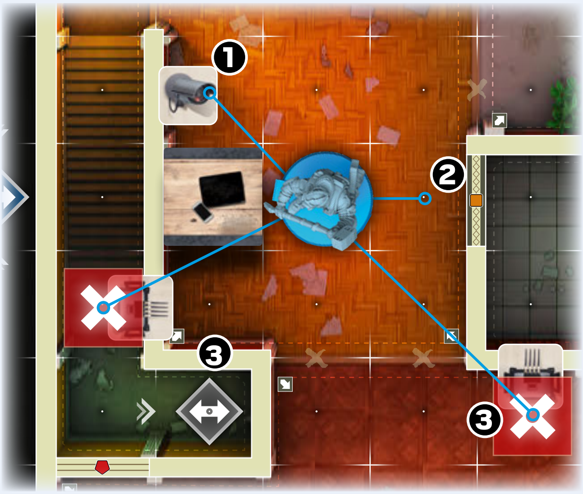
  - **Destroy action performed by an Operator:** This action will destroy a Bulletproof ⬢ gadget only if the Operator performing it is **adjacent** and has the necessary destruction rating.
  - **Destroy action triggered by a gadget effect:** Consider only the targeted gadget's strength rating, ignoring any Bulletproof ⬢ attribute.

Consequences of destruction

If the destroyed game element is:

- **a gadget**, put it back in the box;
- **a single or double barricade**, put it back in the box, revealing the two space sections that it previously occupied. The space section(s) thus revealed represent a (single or double) door or window;
- **a single or double wall**, place a breach where the destroyed wall was located. The breach size should match the number of sections in the destroyed wall.

Example: Performing a Destroy action



From his current space, **Sledge**:

❶ can destroy the camera (on the left), as he has a line of sight to the central dot in the space into which the camera is pointing;

❷ can destroy the light wall (on the right), as he has a line of sight to the space containing the targeted partition, and has the necessary destruction rating (shown on his profile);

❸ cannot destroy either of the signal disruptors, as he has no line of sight to the relevant spaces.

OPERATOR REACTIONS

There are two types of reaction to an action by an opposing Operator:

- **Riposte**, which is a shot fired by an overwatching Operator (see Overwatch action, p. 20);
- **Gadget effect** with a REACTION icon. If the REACTION icon is preceded by a struck-out Charge cube slot, you must spend a Charge cube from the relevant Operator profile in order to apply the effect. Put the spent Charge cube back in the box. An Operator reacting to an action (or to another reaction) may only use their special gadget effect once.

When in a position to react, you are responsible for announcing exactly when you want to perform a reaction. If you want to take a moment to consider whether or not to react, you must first tap the timer so that your own time is counting down.

Switching the timer when a reaction is triggered

Before triggering a reaction, the passive player taps CONTINUE TO ATTACKER/DEFENDER'S OPERATORS. This stops the active player's timer and starts their own timer. The passive player may at this point take some time to decide whether or not to react, but their own timer will be ticking down! After making their decision, the passive player taps CONTINUE TO ATTACKER/DEFENDER'S OPERATORS in the app to restart the active player's timer. Normal play then resumes.

If two or more of your Operators are able to react, resolve each reaction in full (applying all effects), one after the other in any order.

A reaction is a free action (see Free action, p. 20).

CHALLENGES

What actions can be challenged?

- **Shots**

Shots by Operators can always be challenged. Players then check the conditions announced by the active player.

- **Other game effects**

All game effects (other than shots) that require line of sight may also be challenged.

Challenge sequence

Challenging a shot

1 Use a LoS Ruler to check whether the line of sight is valid (see Checking lines of sight, p. 25).

✓ **If the line of sight is confirmed to be valid**: complete the shot. Then check the target's actual protection rating, if necessary, drawing a line of cover to the leaning target:

- ✓ **if this matches the value announced by the shooter**, the stated protection rating is confirmed and must be applied when resolving the shot;
- ✗ **if it does not match the value announced by the shooter**, ignore the stated protection rating and apply the actual protection rating when resolving the shot.

✗ **If the line of sight is found to be invalid**: the shot has no effect. If it was the result of a Shoot action, the action is still spent.

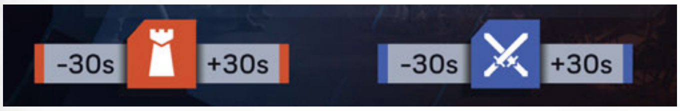
2 Apply the consequences of the challenge.

✓ **If both of the conditions announced by the challenged player are confirmed**, that player may:

- either immediately add 30 seconds to their own timer;
- or deduct 30 seconds from the opponent's timer.

✗ **If either or both of the conditions declared by the challenged player are invalidated**, their opponent chooses between adding 30 seconds to their own timer or deducting 30 seconds from the challenged player's timer.

Tap the '- 30 seconds' or '+ 30 seconds' button in the app.



3 Apply the effects of the shot, where applicable. Then tap the ▶ button.

Example: *Monica, playing as the attacker, announces to her opponent (Ron) that her Operator Blitz is going to shoot at Mute, who has heavy protection. She pauses her timer ⏸. Ron thinks the line of sight to Mute is invalid. He decides to challenge the action, in order to verify the conditions announced by Monica. Ron uses a LoS Ruler to check the line of sight from the Operator to their target. The check confirms his suspicion: the line of sight between Blitz and Mute is blocked by a heavy wall. As the line of sight was invalid, the challenge is resolved in Ron's favor, and he opts to immediately deduct 30 seconds from Monica's timer. Even though it failed, Blitz's Shoot action is still spent. With the challenge over, Monica taps ▶ and resumes her activation.*

Challenging other game effects

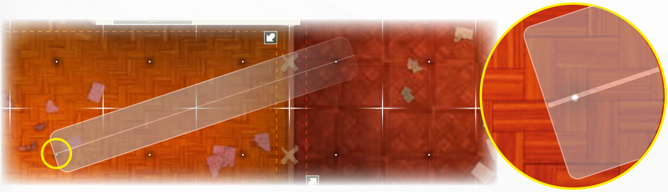
The challenging player pauses the timer ⏸.

Resolve game effect challenges using the same procedure as for shots, skipping the protection rating check and related consequences.

If an action is challenged and the line of sight found to be invalid, the action (and Charge cube, where applicable) is still spent. If the line of sight for a REACTION is found to be invalid, the Charge cube is still spent.

Checking lines of sight

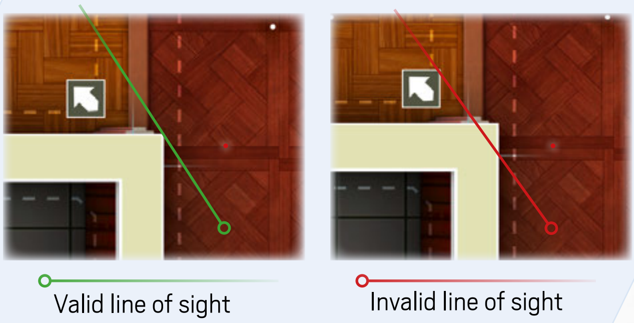
LoS Ruler positioning: The line along the middle of the LoS Ruler must completely cover the relevant two central dots.



NOTE Sometimes, this process requires you to move game elements. Where possible, temporarily place them in spaces adjacent to their original spaces.

Line of sight is considered to pass through a game element if any part of the element (however small) protrudes beyond the centerline on the LoS Ruler.

Validity of a line of sight



Valid line of sight

Invalid line of sight

GADGETS

General remarks on gadgets

Gadget deployment

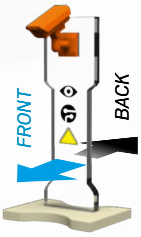
Players deploy various types of gadgets, while setting up the game or during Operator activation phases.

Where the effect of a gadget is to place a miniature or token on the board, the targeted space must be free. When deploying gadgets, a capacity limit of one gadget per space applies.

- **Ground-deployed gadgets**

Ground-deployed gadgets are represented by a token, which can be placed in any space on the main floor.

- **Wall-mounted gadgets**

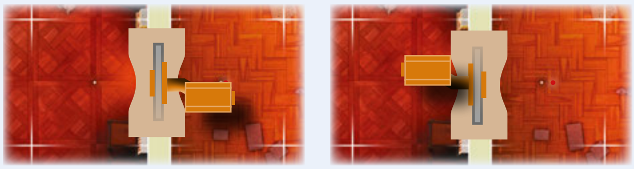


Wall-mounted gadgets are represented by a miniature, which can be placed on any **section of heavy wall** on the main floor. However, unlike barricades, which belong to two spaces, a wall-mounted gadget belongs to a single space, determined by the gadget's orientation.

When you deploy a wall-mounted gadget, you must therefore orient the gadget with its front facing the targeted space.

Note: It is not possible to deploy 2 wall-mounted gadgets on the same heavy wall section.

Using a wall-mounted gadget



Camera facing into the space on the right

Camera facing into the space on the left

Icons used for gadgets

Attribute	⬢	**Bulletproof**	The only way to remove this gadget from the game board is to perform a Destroy action with the appropriate destruction rating from an adjacent space, or to use a gadget with the necessary destruction rating.
	●	**Electronics**	Some gadget effects only affect this type of gadget.
	👁	**Always Visible**	Lines of sight targeting this gadget are not blocked by Operators or by Smoke or Gas overlays.
Strength	△		Gadgets or partitions with this strength rating can be destroyed by gadgets and Operators with the ⚠, ▣ or ⬟ destruction rating.
	🟧		Gadgets or partitions with this strength rating can be destroyed by gadgets and Operators with the ▣ or ⬟ destruction rating.
	⬟		Gadgets or partitions with this strength rating can be destroyed by gadgets with the ⬟ destruction rating.
Destruction	⚠		This gadget or Operator destroys partitions and gadgets with the △ strength rating.
	▣		This gadget or Operator destroys partitions and gadgets with the 🟧 or △ strength rating.
	⬟		This gadget destroys partitions and gadgets with the △, 🟧 or ⬟ strength rating.

- **Other gadgets**

Gadgets not represented by a physical component placed on the game board do not count towards a space's capacity limit.

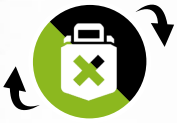
Example: *A grenade can be thrown onto a Barbed Wire token.*

Hits

If a gadget uses Hit dice, tap ⏸ to pause the timer while you roll the dice and apply their effects.

Note: Protection applies **only** to hits inflicted by shots. Hits inflicted by Hit dice rolled for a frag grenade are never mitigated by protection.

Activatable gadgets



Slot for Montagne's Activatable Gadget token

Some special gadgets are activatable, and require an Activatable Gadget token. The corresponding token slot ● is shown on the owner's Operator profile. Cover it with an Activatable Gadget token ('Ready' side up) during setup.

Use of activatable gadgets is not restricted, but the owning Operator must activate a gadget in order to use it. These gadgets have a **ACTION** effect containing the ● icon, which lets you flip the Activatable Gadget token to reveal its 'Activated' side.

While the gadget is activated, its effect applies. During the upkeep phase, reset all Activatable Gadget tokens to their 'Ready' side.

Multi-space areas of effect

Some gadgets affect an area consisting of multiple spaces extending from a targeted space. These spaces are collectively referred to as an 'area of effect' which is described in the gadget effect.

Gadget effects are applied to an area of effect as follows:

- Apply the effect **simultaneously** to all spaces in the area of effect;
- Unless otherwise stated, the effect applies to Operators in both squads;
- Roll the dice separately for each Operator required to roll Hit dice. (Roll the Hit dice only once for a leaning Operator, even if both spaces that they occupy are inside the area of effect);
- If the area of effect is a room, apply the effect to all spaces in the room (including any spaces not in line of sight of the Operator using the gadget);
- Some gadgets have the **Overlay** keyword. Their area of effect is the area occupied by the overlay (see Overlays, below).

Gadget effect keywords

Some gadgets use one or more keywords to succinctly describe their conditions of use.

Setup

Deploy this gadget during the setup sequence.

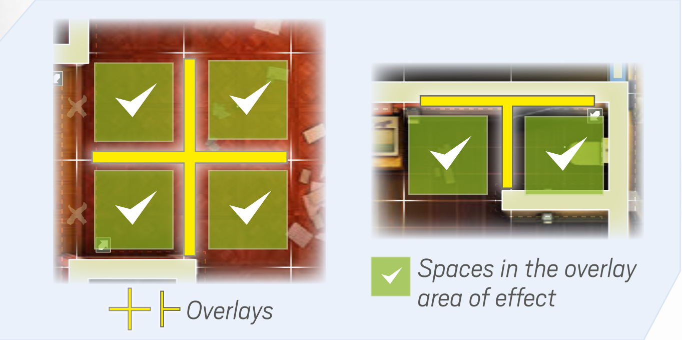
Gadgets placed on the game board must comply with space and wall section area capacity.

Overlays (Fire / Smoke / Gas)

Fire overlay

- **Area of effect of an overlay**

This gadget has an associated overlay. The overlay shows the gadget's area of effect, which covers either 2 or 4 spaces, depending on the overlay.



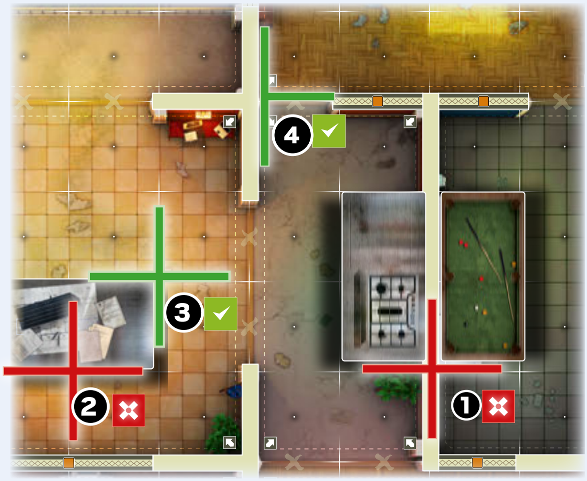
- **Overlay placement**

You must place the widest possible overlay. One of the spaces occupied by the overlay must be the space targeted by the gadget. Overlays must not pass through partitions, breaches, windows, or obstacles.

Multiple overlays cannot have overlapping areas of effect.

If the 2-space overlay cannot be validly placed, the gadget cannot target the desired space.

Example: Overlay placement



Overlay ❶ is not validly positioned, as it overlaps a wall. Overlay ❷ is not valid either, as it passes through an obstacle and its area of effect overlaps that of overlay ❸. Overlays ❸ and ❹ are correctly positioned.

Remember to remove overlays from the game board and return them to the general supply during the upkeep phase.

Line of sight

This gadget must target a space in line of sight.

Remember that an Operator in an upper floor area has line of sight to all gray entryway spaces.

Throwable

This gadget must be thrown: target a space in line of sight, within a maximum range of 6 spaces. Operators and Smoke or Gas overlays do not block this line of sight.

- **Using a Throwable gadget from an upper floor area**

An Operator in a space in their upper floor area may toss a Throwable gadget into a neutral entryway space on the main floor, as they have a line of sight to it.

Deployable

An Operator may deploy a **Deployable** gadget in an adjacent space.

- **Using a Deployable gadget from an upper floor area**

An Operator in a space in their upper floor area may deploy a Deployable gadget in a neutral entryway space on the main floor, as if it were adjacent.

Wave

This gadget must target a space within a maximum range of 4 spaces (as if the Operator were performing a Shoot action), ignoring any partitions, Operators, and Smoke or Gas overlays.

- **Using a Wave gadget from an upper floor area**

Gadgets used from an upper floor area affect only the targeted neutral entryway space.

Vertical

This gadget must be used from the an upper floor area. It can target any space in a ↗ room.

Drone

This gadget is **Deployable.** Once deployed, it can move, spending up to 5 movement points. Drones cannot pass obstacles, enter spaces containing a Barbed Wire token, or move to upper floor areas. They can, however, enter spaces occupied by Operators.

On ending its movement, the drone scans the room around it. All opposing Operators in the room receive a 📍 marker.

NOTE A hidden Operator that receives a 📍 marker is automatically revealed.

Drone marker

Players may use the Drone marker in the general supply to show the drone's movement, **returning the marker to the supply on completing the scan.**

NOTE The Drone marker serves merely as a pointer and does not count towards area capacity. Drones can therefore enter spaces that already contain a gadget.

Icons used for gadgets

Some gadget names are followed by icons representing an attribute possessed by the gadget.

The strength ratings △, ■, ⬟ and Bulletproof ⬢ apply only to the Destroy action (see Destroy action, p. 23).

Electronics 🔌: Some gadget effects apply only to this type of gadget.

Always Visible 👁: Lines of sight targeting this gadget are not blocked by Operators or by Smoke or Gas overlays.

Tactical gadgets for defenders

Fortified Entryway ⬟

Setup

A Fortified Entryway is a ground-deployed gadget, which must always be placed in an entryway space. When an entryway space is fortified, it is no longer treated as an entryway space until the Fortified Entryway token is removed from the game board by a gadget with the ⬟ destruction rating (used from the main floor or an upper floor area).

Barbed Wire ⬢△

Setup

Barbed Wire is a ground-deployed gadget. **Attackers** entering a space containing a Barbed Wire token must immediately end their activation. A Drone gadget cannot be deployed in or enter a space containing a Barbed Wire token.

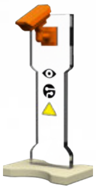
Deployable Shield ⬢ ■

Setup

Deployable Shields are ground-deployed gadgets that are treated as obstacles, but can be destroyed. They have the Bulletproof ⬢ attribute and a ■ strength rating.

Camera 🔌 👁 △

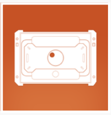
Setup



A Camera is a wall-mounted gadget. It covers the whole room in which its miniature is placed. An opposing Operator that enters a space in a room containing a Camera, or ends an action in one, receives a Located 📍 marker (even if they are not in the camera's line of sight) .

Bulletproof Camera 🔌 👁 ⬢△

Setup



A Bulletproof Camera is deployed and behaves exactly like a standard Camera, except that it also has the Bulletproof ⬢ attribute.

Nitro Cell

Throwable

A Nitro Cell inflicts hits in an area of effect. Specifically, it inflicts the hits rolled on ⬢⬢ to an Operator located in the targeted space, and the hits rolled on ⬢ to any Operators in spaces adjacent to the targeted space.

Impact Grenade

Throwable

Perform a Destroy ■ action in the targeted space.

Tactical gadgets for attackers

Breach Charge 🔌

Deployable

Perform a Destroy ⬟ action in the targeted space. Like any other gadget with the ⬟ destruction rating, a Breach Charge can target a space containing a Fortified Entryway token, from an upper floor area or from the main floor.

Tactical Drone 🔌

Drone - Deployable

Tactical Drones are governed by the rules defined for the Drone keyword (see Drone, p. 27).

Frag Grenade

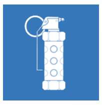
Throwable

Perform a Destroy △ action in the targeted space. Any Operator in that space takes the hits rolled on ⬢⬢.

Perform a Destroy △ action in spaces adjacent to the targeted space. Operators in such spaces take the hits rolled on ⬢.

Flashbang Grenade

Throwable



Operators in the targeted space or spaces adjacent to it immediately receive a Stunned ❗ marker.

Smoke Grenade

Throwable - Smoke overlay

Spaces occupied by the Smoke overlay block lines of sight, except for lines of sight to Always Visible gadgets or Located Operators.

NOTE An Operator in a space containing a Smoke overlay will have all of their lines of sight broken, unless their target has been Located.

Claymore ⚠

Deployable

A Claymore is a ground-deployed gadget. When deploying a Claymore, orient the token with the arrow pointing to an orthogonally adjacent space. A hidden token cannot move into a space triggering a Claymore.

A Claymore is tripped:

- if an opposing Operator enters the space containing its token or the space targeted by its arrow;
- if it is destroyed.

When a Claymore is tripped, Operators in the space containing the Claymore token or spaces adjacent to it immediately take the hits rolled on ◆◆. Then put the Claymore token back in the box.

OTHER IMPORTANT RULES

This section contains some rules not directly linked to the sequence of play, but which are crucial for ensuring that every game of *6: Siege – The Board Game.*

Fairplay and pauses

At any time during deployment and play, players may request a pause to resolve any rule interpretation issues. Simply tap the Pause ⏸ button. When the issue has been resolved, tap Play ▶ to restart the timer.

Effects and rules

Some effects, particularly those described on Operator profiles, conflict with or modify the normal rules of *6: Siege – The Board Game.* Such effects prevail over the normal rules.

Limited components

If you are supposed to place a game component but no more are available, no substitutes are allowed. The desired action is no longer available.

'Back in the box'

When game components are put back in the box, they can no longer be used until the end of the game.

Reroll

Each player has a single-use Reroll token. When shooting, you may declare your intention to use your Reroll token after rolling the dice. On spending this token, you may keep any one die and must reroll all the others. Add together the results shown on the rerolled dice and the retained die (if any), and apply this new result. Put the spent Reroll token back in the box.

'NO APP' VARIANT

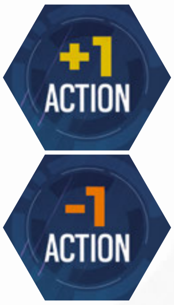
If you are unable to use the app, or prefer not to, you can use two conventional stopwatches or a chess clock (or equivalent smartphone app), replicating the speed settings.

Speed setting	Defender/attacker deployment time	Time per Operator
Beginner	20 minutes / 10 minutes	120 seconds
Chill	15 minutes / 5 minutes	90 seconds
Standard	15 minutes / 5 minutes	60 seconds
Extreme	8 minutes / 3 minutes	45 seconds

Alternatively, you can play the 'No App' variant.

'No App' variant

This variant changes some of the game's core rules. During the setup phase, place the 10 Bonus tokens in the general supply. Deployment and activation are not subject to time limits.



Bonus tokens

When you win a challenge (see Challenges, p. 24), instead of gaining or losing time you receive a Bonus token, which you should place:

- '+1 action' side up, on the profile of one of your Operators that is either in the process of being activated or has not yet been activated;
- or '-1 action' side up, on the profile of one of any opposing Operator that is in the process of being activated or has not yet been activated.

No more than two Bonus tokens may be placed on a particular Operator profile. If the same Operator profile has a '+1 action' and a '-1 action' token, they cancel each other out. Return both tokens to the supply.

An Operator beginning their activation with 1 or 2 '+1 action' tokens may perform one or two bonus actions. Every action selected by the Operator, including bonus actions, must be different. On completing the Operator's activation phase, remove the '+1 action' tokens from their profile and return them to the general supply.

An Operator beginning their activation with one '-1 action' token on their profile has one fewer action than normal. On completing the Operator's activation phase, remove the '-1 action' token from their profile and return it to the general supply. When an unactivated Operator receives a second '-1 action' token, immediately flip their Activation token to show its 'Operator activated' side; it will not be possible to activate that Operator during the current round. Return their '-1 action' tokens to the general supply.

When an Operator receives a token during their activation phase, immediately apply its effect: +1 or -1 action. If they receive a second '-1 action' token, end their activation immediately (after resolving the current action and any challenge, where applicable). On completing the Operator's activation phase, remove the '-1 action' tokens from their profile and return them to the general supply.

If you win a challenge but no Bonus tokens remain in the general supply, take any Bonus token already placed on an Operator profile and place it, either side up, on an Operator profile of your choice.

During the upkeep phase, return all Bonus tokens to the general supply.

SPECIAL OPS MODULES

Three Special Operations rules modules make *6: Siege – The Board Game* even more tactical. We recommend waiting until you have mastered the basics before introducing them. These modules can be used individually or in combinations.

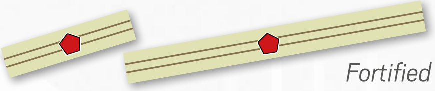
Forward Planning module

The Forward Planning module gives the defender far greater control over the environment during the Setup phase.

During the Mission Selection step, carry out the setup process without placing any Bomb miniatures or Hostage tokens.

Then start the timer and continue with the defender's deployment, making the following changes:

- the defender places the Bomb miniatures or Hostage tokens in any permitted spaces (as defined in the *Mission Guide*);
- the defender may reposition or remove from the game board up to 10 (rather than the usual 5) components set up during the Mission Selection step;
- the defender may place 1 Fortified Wall token on any section of light wall;



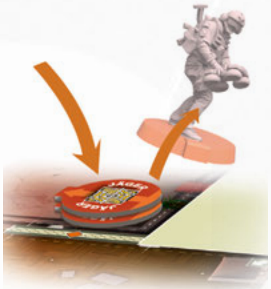
Fortified Wall tokens

NOTE When a fortified wall (represented by a token) is destroyed, replace it with a breach of the same size.

- the defender may place up to 3 Breach standees on any sections of light or fortified wall.

Advanced Tactics module

- **New Hide action**



The defender's revealed Operators can perform a new action: Hide.

When a revealed Operator spends one of their actions to Hide, put their miniature back on their Operator profile, replacing it with the two Hidden Operator tokens, stacked together face-down.

Operators with a 📍 marker cannot perform the Hide action.

If an Operator has a ! marker, add the corresponding marker to the stack of Hidden Operator tokens.

When placing these two tokens, orient them in the same direction as the miniature that they are replacing.

Operators with stacked tokens cannot lean or change their orientation. Operators cannot perform the Hide action while leaning.

NOTE The stacked Hidden Operator tokens may henceforth be moved separately during movement actions. If they separate after receiving a ! marker, assign a marker to each Hidden Operator token.

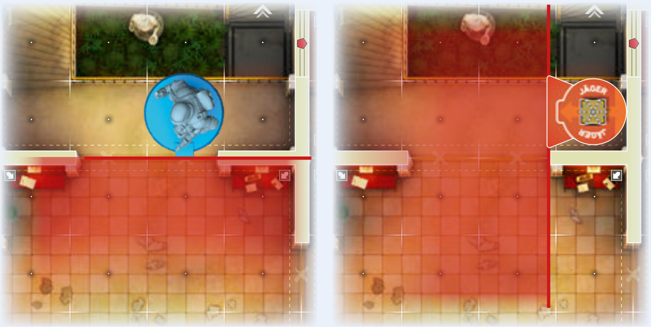
When a hidden Operator is revealed, return their Hidden Operator tokens to their profile, rather than putting them back in the box.

- **Overwatch action variant**

In this module, Overwatch is a free action, performed automatically. This gives attackers more margin for maneuver, while also making things easier for the defenders (who might use the actions thus saved to Hide, for example).

Play the game without Overwatch markers. During setup, leave the Overwatch markers in the box, but keep the Entryway Overwatch tokens. Immediately before ending an Operator's activation, the controlling player reorients the Operator's miniature or Hidden Operator tokens to indicate the overwatched direction.

Overwatch with the Advanced Tactics module



The 180º overwatch arc is defined by the visible markings on miniature bases and Hidden Operator tokens.

Operators that end their activation in an upper floor area must overwatch an entryway space, or attempt to do so by disputing an entryway space overwatched by the opponent. This means that entryway spaces are always disputed at the end of an Operator's activation.

Competitive Gaming module

The Competitive Gaming module introduces some alternative settings for your games.

Best-Of-Three match

This module lets you play a match consisting of two or three games played with the same mission and environment.

The first to score two victories wins the match.

Assign the attacker and defender roles **randomly** before starting the first game. Swap roles for the second game.

If you have to play a third, tie-breaker game, determine the roles randomly, as before.

Operator selection

During the Squad Selection phase preceding each game, you can refine your strategy and attempt to weaken your opponent's hand by banning certain Operator picks.

Put the banned Operator profiles back in the box for the current game.

This draft phase is a four-step process.

1 - The attacker picks 1 Operator, then bans 1 opposing Operator. The defender then does likewise.

2 - The attacker picks 2 Operators.

3 - The defender picks 2 Operators, then bans 1 opposing Operator. The attacker then does the same.

4 - The defender picks 2 Operators.

MULTIPLAYER MODE

You can also play *6: Siege – The Board Game* with three or four players. Some rules are tweaked in this mode: the game functions with pairs of players and introduces an Operator with no special gadget, the Recruit.

As well as providing logistical support, the Recruit becomes a better shooter as the game progresses. The Recruit starts the game with a fairly harmless profile but, if protected, can become a major asset to their squad-mates.

4 players: 2 v 2

Setup

When the squads have been picked, each player chooses 2 Operators to control during the game. This pair is known as a 'section'.

Beginning with the attackers, each squad's players choose 1 of the 2 available Recruit profiles. Place the selected profile in the squad's tactical area, within reach of both players.

Place 6 Charge cubes in the designated locations on each Recruit profile.

The players in a squad agree which tactical gadgets to choose, and how to deploy the Recruit.

NOTE When playing in teams, additional time is allocated to each Operator, to allow better coordination between the two sections.

Speed setting	Defender/attacker deployment time	Time per Operator
Beginner	20 minutes / 10 minutes	150 seconds
Chill	20 minutes / 10 minutes	120 seconds
Standard	15 minutes / 5 minutes	90 seconds
Extreme	15 minutes / 5 minutes	60 seconds

Rapid deployment

The Starter Zone section of the *Mission Guide* includes suggestions for pre-made sections.

Gameplay sequence

Each player is responsible for their own section and special gadgets.

The gameplay sequence is different in multiplayer mode.

Phase 1: First activation by the attackers.

The attackers agree which section to activate first. The player controlling that section activates both their Operators. They may also choose to activate the attacking squad's **Recruit**.

Phase 2: First activation by the defenders.

The defenders agree which section to activate first. The player controlling that section activates both their Operators. They may also choose to activate the defending squad's **Recruit**.

Phase 3: Second activation by the attackers.

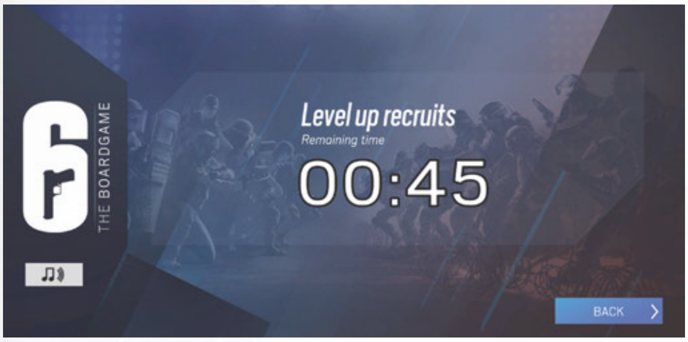
Activate the attackers' second section. The active player may activate the attackers' **Recruit**, if it has not already been activated.

Phase 4: Second activation by the defenders.

Activate the defenders' second section. The active player may activate the defenders' **Recruit**, if it has not already been activated.

Phase 5: Upkeep phase

A new option is available during the upkeep phase, before beginning a new round. Tapping the 'Level Up Recruits' button grants 1 minute in which to upgrade your Recruits.

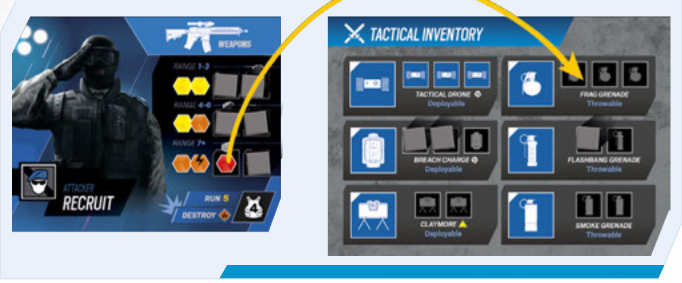


- **Levelling up the Recruit**

Upgrade your Recruit's effectiveness in any one range category: each squad removes a cube from the desired range category on their Recruit's profile and puts it back in the box. Remove the first available cube (from left to right) in the chosen range category. This reveals a new die, to be rolled in future Shoot actions by the Recruit.

If the Charge cube slot shows a icon, levelling up the Recruit also grants an extra Charge cube in the tactical inventory. In such cases, instead of putting the removed cube back in the box, place it in a free slot in the squad's tactical inventory.

Levelling up the Recruit



Important note

If a Recruit ends their activation in an upper floor area, ignore the effect of the icon.

When the one-minute timer expires, the squads simultaneously reveal their choice. Put any unassigned Charge cubes back in the box.

Notes on multiplayer rules

- **Reaction**

Reactions by Operators or Recruits may be declared by either player in a squad.

- **Challenging line of sight**

Any player may challenge a line of sight drawn by the opposing squad.

- **Communication**

During deployment, the players in a squad may communicate freely including leaving the table for a private discussion, but they are not allowed to pause the deployment timer.

During the game, each squad may communicate freely, but only during its own activation phases.

Defenders may look at their squad-mate's Hidden Operator tokens.

Important note: When you are the first player to activate your Operators during a round, the timer will be running for both you and your squad-mate!

- **Reroll token**

The Reroll token is shared by the two squad-mates in each squad. It can still only be used once.

- **Eliminated sections**

If a section and the squad's Recruit are eliminated, the player controlling the eliminated section will not be able to activate any Operators. That player can still help by analyzing the situation and advising their squad-mate.

3 players: 2 v 1

Two attackers face off against one defender.

The attackers play using the rules for the 2 v 2 game mode. The defender also adopts the 2 v 2 rules, but their squad is not split into sections. The defender may activate their 4 Operators and their Recruit in any order (as with the core rules).

ALTERNATIVE PROFILES

You cannot play an Operator character and their alternate version simultaneously: doing so might raise gameplay balance issues, but more importantly, would tear a hole the space-time continuum! Last but not least, the game only contains one copy of each Operator-specific component.

HINTS AND TIPS

Squad composition tips

Although every Operator is unique, they can be described in terms of generic skills. The 'Operator List' lets you quickly assemble a squad, prioritizing the skills most useful for the upcoming mission.

For example, for a Hostage mission, the attackers might want to pick Operators with the 'Runner' skill, whereas defenders may prefer a squad containing Operators with the 'Time-waster' skill. Squad can be versatile or highly specialized, as you prefer. However, it is always a good idea to include at least one Operator with the 'Breacher' skill in your squad, allowing you to move through the environment more easily.

Tactical recommendations

6: Siege – The Board Game is a game where every action counts. Your Operators are accomplished professionals who know how to plan and execute an assault! As each side has its own tactical advantages, here are a few tips to help you prepare for your first few games.

First and foremost, regardless of whether you are playing attack or defense, never forget that every action counts. A single shot can have devastating consequences: mindlessly charging into battle is rarely a viable option.

Next, one of the game's core concepts is its destructible environment. Keep in mind that the environment can change, and that some shots penetrate certain types of partition. Exploit this to weaken your opponent without overexposing your Operators, or to open up escape routes.

Lastly, manage your time wisely! Try to think about your tactical options and possible openings while your opponent is playing. This approach lets you make best use of your time and commit fewer tactical errors.

Defender

As the defender, trust in your defenses: your goal is to delay the attacker's advance. Don't be afraid to lie in wait, using your Hidden Operator tokens to instill doubt, rather than seeking a confrontation. If you open up a flaw in your defenses, you can be sure the attacker will exploit it.

Respond to any openings produced by the attacker creating new entryways. Adjust your approach to avoid unpleasant surprises. When defending a room, it is usually a better idea to control the approaches than to hole up in a last stand. Defending a wider perimeter gives you more options!

Once you have gained a solid understanding of the defender's role, you will be able to adopt a more aggressive defensive posture and cut the ground from under your opponent's feet.

Attacker

You always have the initiative, but that's no reason to charge in guns blazing! Be patient. Games often last 5 or even 6 rounds. Prepare your assault methodically, and create fallback opportunities by demolishing destructible terrain features and taking out enemy gadgets!

Don't expose yourself without good reason. Even though your Operators are more deadly at medium and long range, the defender will often wait for you to approach. An overwatching defender can sometimes eliminate you before you even finish your action.

Coordinated action by multiple Operators is the key to taking your opponent by surprise. You also have a Tactical Inventory that can simplify an assault, if used wisely. You have a tactical toolkit of gadgets to use and abuse, including drones that can reveal your opponent's hidden Operators and breach charges to blast through fortified entryways.

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